

PLAY magazine Issue 43 1998 reviewed TOMB RAIDER III CRASH BANDICOOT 3 KNOCKOUT KINGS TWISTED METAL 3 APOCALYPSE & more...

FAT LES KNOCKOUT KINGS ROLLAGE CRASH 3  
DARKSTALKERS 3 TWISTED METAL 3 SOUTH PARK

issue forty three

BF 260 £2.95



プレイステーション

# PLAY



The UK's Best Unofficial **PLAYSTATION** Magazine!

**EXCLUSIVE**

## R4

**RIDGE RACER TYPE 4**

Namco means business with the ultimate arcade racer!

**REVIEWED**

## TRIII

Has Lara got what it takes to woo us a third time?

## CRASH 3

The Bandicoot strikes back with a vengeance!

**REVIEWED**

**148  
PACKED  
PAGES!**

**FREE CHEATS  
BOOK**  
WITH THIS ISSUE



## G-POLICE 2

The fuzz return for more explosive law enforcement!



"Lara's back and looking better than ever."

*PC Zone*

"Bigger, faster and more challenging than either of the previous games... the new Tomb Raider is the best of the lot."

*Ultimate PC*

"Tomb Raider III will be absolutely brilliant... might just be the best Raider yet."

*Official PlayStation Magazine*

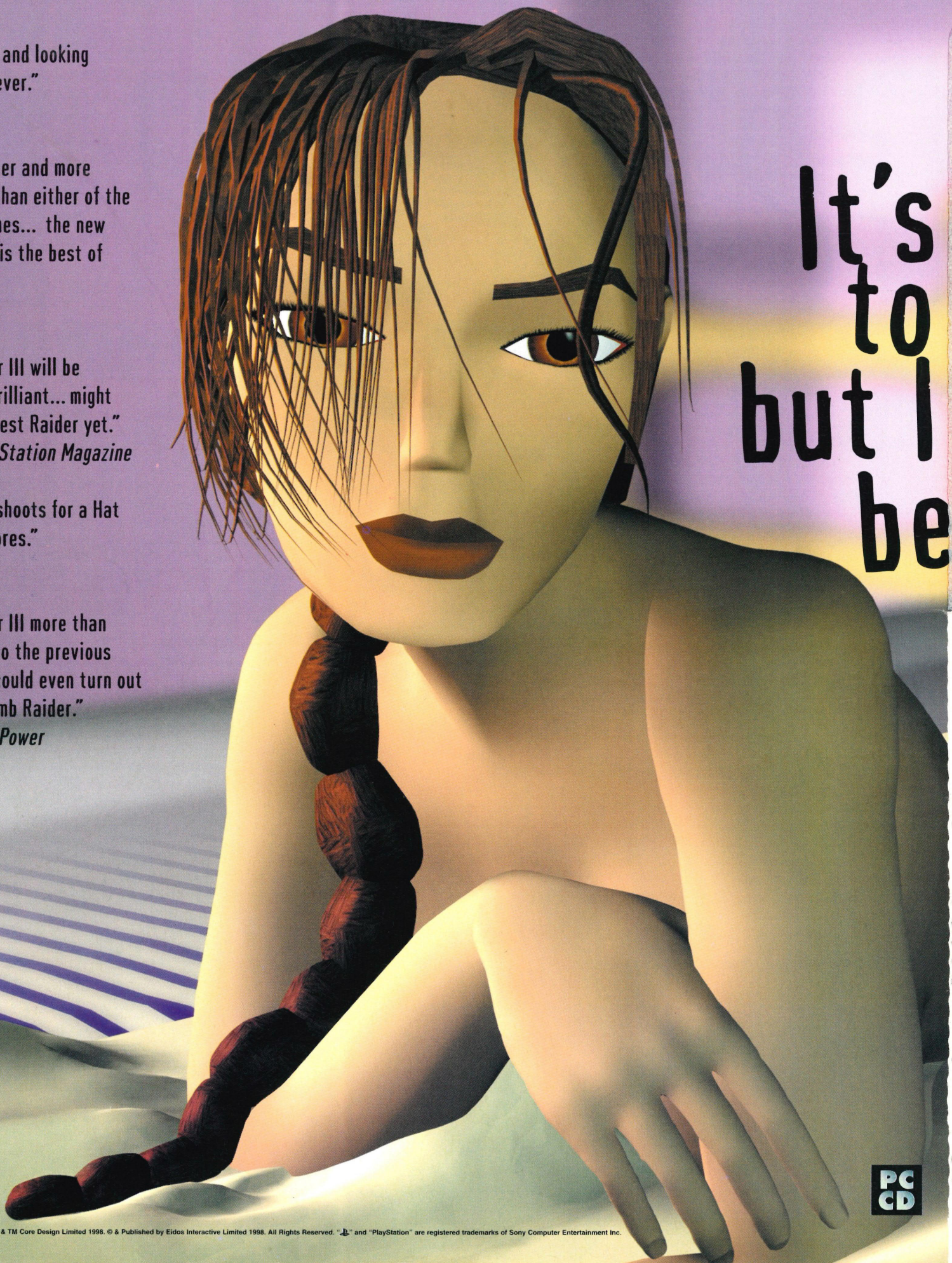
"Lara Croft shoots for a Hat Trick and scores."

*Play*

"Tomb Raider III more than matches up to the previous efforts and could even turn out to be THE Tomb Raider."

*PlayStation Power*

It's  
to  
but I  
be



CORE

PC  
CD



# TOMB RAIDER III

ADVENTURES OF LARA CROFT

hard  
believe  
just get  
tetter and  
better

Lara is back in Tomb Raider III and she just gets better and better.

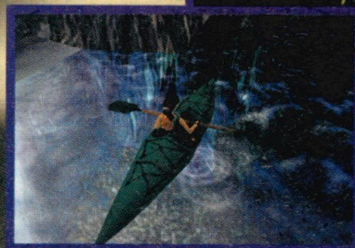
Is it due to her new weapons and vehicles?

Or the challenges she faces  
in new locations?

It may be her new outfits and  
the moves she's learned?

Perhaps it's just that she's more adventurous.

There is only one way to find out...  
...Pick up a copy of Tomb Raider III  
and decide for yourself.



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EIDOS  
INTERACTIVE



# THE BIG GAME

**34** Full report on Namco's latest racing extravaganza! See the very latest screenshots and read the up-to-the-minute facts about this blockbuster of a game, now!

# R4 RIDGE RACER TYPE 4



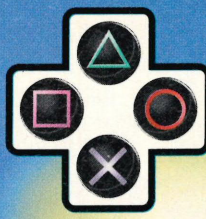
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Do you want to know the latest goings on in the wonderful world of PlayStation? Wired is packed with new signings, release dates, first looks, overseas news and much, much more. Tune in now!		Join the UK's best selling unofficial PlayStation magazine team and receive PLAY every month, with superb special deals available with £££s off the latest games. Give yourself (or a friend) a tasty treat!		The very best solutions every month. Maps, cheats, tips and all your gaming queries answered		This is where you get a chance to talk to the staff on PLAY and air your views to fellow PLAY readers and the industry chaps that read the mag. Send us your views now, the more controversial the better!		Reviews and scores of every PlayStation game ever covered in PLAY, plus our Playback top tens, recommended games, the best peripherals, long-term tests and much more. It's a hall of knowledge.
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# PLAY

プレイステーション



The UK's Best PS1 MAGAZINE! PSYSTATION Magazine!

PLAY  
CLASSIC

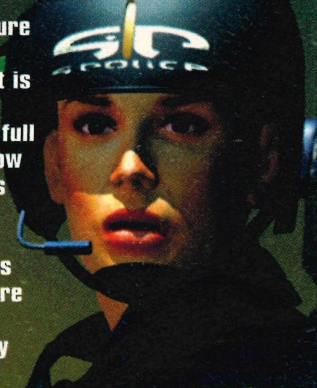


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## TOMB RAIDER III

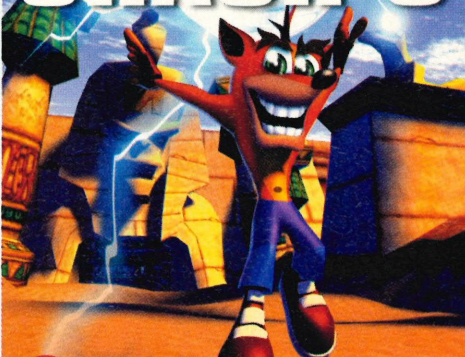
40 The future of law enforcement is back! We present the full report on how G-Police 2 is shaping up, what all the new features are, and more importantly, will it be any good?



EXCLUSIVE

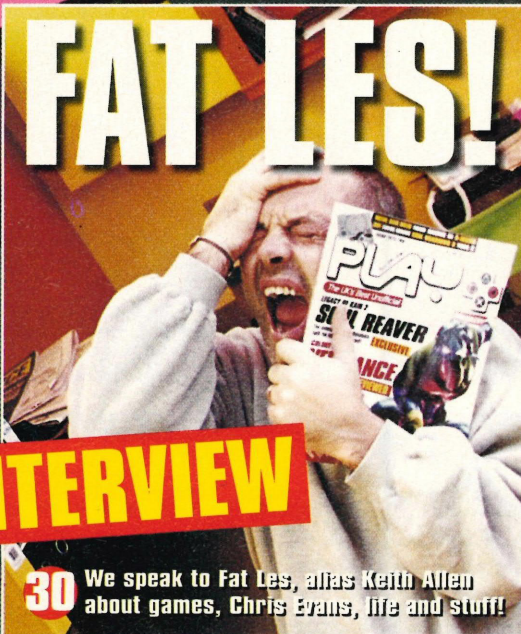
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## CRASH 3



44 Full review of the Bandicoot's third outing... and it's quite remarkable!

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## WIRED UP 120

ANOTHER COLLECTION OF TOP-NOTCH SOFTWARE THAT'LL BE LANDING ON PLANET PLAYSTATION VERY SOON. THIS MONTH'S WIRED UP SECTION FEATURES MONKEY HERO, AKUJI THE HEARTLESS AND MANY MORE!

## PLAY REVIEWS

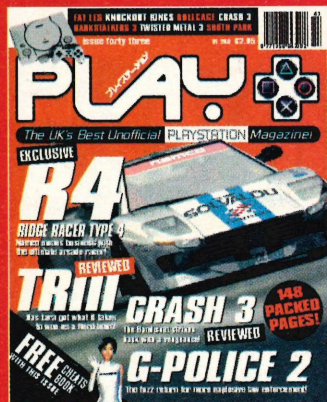
EVERY NEW RELEASE REVIEWED AND RATED

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# PLAYSTATION wired



**NOBODY** likes being told what to do, or more to the point, what to play. Which is why the recent trend of software companies dishing out lawsuits to importers, threatening legal action if certain games are imported into the country and sold seems a bit stupid to us. Dedicated gamers will obtain the games regardless of whether or not the shop is obliged to sell them... and unfortunately it is usually from dodgy pirates selling inferior copies for a tenner, or sometimes less. At least by buying the proper boxed copies, the money does at least filter back to the respected company eventually. Anyway, there are two sides to every argument, and this one looks set to rage for a months to come [at least until *Metal Gear Solid* is released over here and all the stupid fuss dies down!] This month we've got the full review for the last of the Christmas blockbusters, including *Tomb Raider III* and *Crash 3*. We also take a long hard look at *Ridge Racer Type 4* and get Fat Les to play the latest football games. So until next time, have a very naughty Christmas!

■ Ryan Butt Editor

## PC-PLAYSTATION

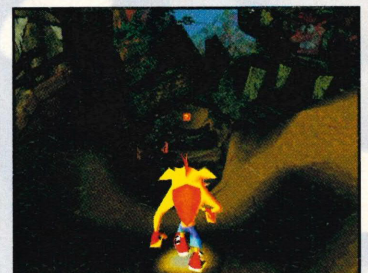
### EMULATION-OVERLOAD AS PS DOWNLOADS SWAMP NET

**S**oon, you may not need a PlayStation to play PlayStation games. If you've got a suitably powerful PC (spit!) to use, there are several applications being developed which will allow you to run games as demanding as *Tekken 3* and *Gran Turismo* right there on your desktop machine.

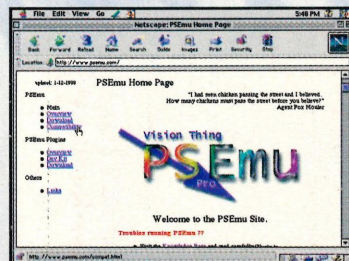
Versions of this software are available for download on the web that do not yet have full PlayStation capability but are impressive all the same. The programmers behind the best PlayStation emulators, PSYKE (<http://come.to/psyke>) and PS-emu (<http://www.psemu.com>) joined forces at the end of November, so a fully featured Virtual PlayStation may be only months away. Currently both applications have trouble running most FMV scenes and

emulating the PlayStation's sound chips adequately, but the graphics are almost sorted (although there are some glitches) and in some cases run faster than on the PlayStation! *Tekken 3* shifts at around 80 frames-per-second, for example.

At least now you'll have some way of playing your favourite old PlayStation games when the PlayStation 2 comes out – now that it probably won't be backwards compatible.



[Above] Crash is a bit of a dodgy colour on current versions of PS Emu, but the game works.



[Above] Visit the PS Emu website for the latest info on compatibility, and get a new version.



[Above] *Soul Edge* has some problems with the 3-D backgrounds, but it can run faster on the emulators than on a real PlayStation. The coders are working to eradicate the glitches every day.

## WIRED UP contents

### JAMES BOND 10

The secret agent super-stud is finally to make a PlayStation appearance next year. We've got fresh news and a whole host of exciting new screenshots!

### TEKKEN FILM 11

We take a look at the new animated Tekken film that features all of the best characters from the trilogy of games... including a nude scene with Jun Kazama!





## IT'S A FACT!

Unsurprisingly, EA has recently acquired the rights to the Euro 2000, World Cup 2002 and World Cup 2006 soccer licenses. This should keep us all in FIFA-style games for many years to come!



## IT'S A FACT!

Music, the techno-tune creator from Codemasters has been endorsed by top DJ, Judge Jules, as a tool for creating new sounds. "It's just like having an easy to use studio in your lounge" – said Jules!

# WIN!

## ABE GEAR TO WIN

To celebrate the fact that Abe is riding high again in the console charts thanks to a brand new adventure – *Abe's Exoddus* (92% – PLAY 41), plus the fact that the animated sequences from the game were recently nominated for an Academy Award, we've teamed up with GT Interactive for a groovy competition. We've got two limited edition Abe goody-bags to give away! Each contains an Abe T-shirt, a pack of Abe playing cards, an Abe pint tumbler, and Abe bottle-opener, and a copy of the *Abe's Exoddus* game.

To be in with a chance of winning one of these highly-sought after packs, simply answer the following question and send your answers to the following address: Abe's Compoddus, PLAY Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. All entries must arrive no later than 16 January 1999.

**QUESTION** Which software company developed *Abe's Exoddus*?

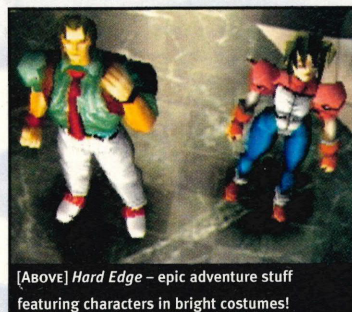
- a. Silly Dwellers.
- b. Oddworld Inhabitants.
- c. Strangeways In-mates.



# HARD AS NAILS!

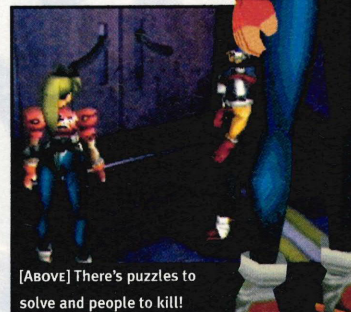
## SUNSOFT'S BACK ON THE EDGE WITH A NEW LINE-UP

After rather a long absence from the European PlayStation scene, Sunsoft is back with a string of games due for release in 1999, the most intriguing of which is a action adventure game by the name of *Hard Edge*. Very little is actually known about this game, but it is reported to follow along similar lines to *Resident Evil* and feature a whole host of interesting characters armed to the teeth with weaponry.

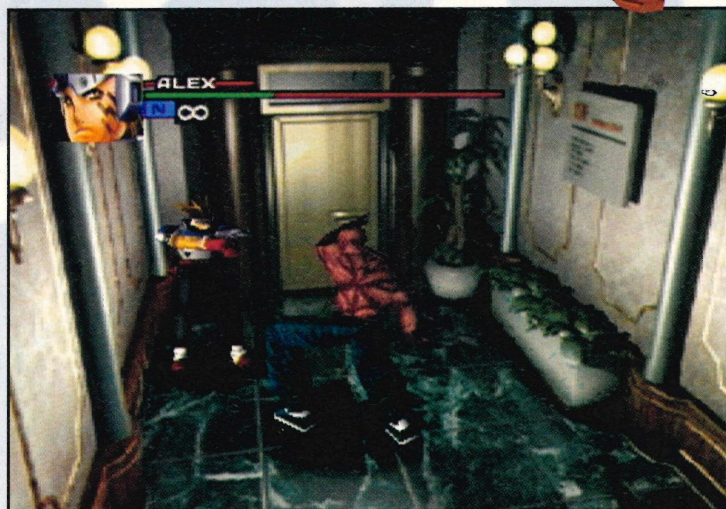


[ABOVE] *Hard Edge* – epic adventure stuff featuring characters in bright costumes!

Also in Sunsoft's line-up is *Monster Seed*, an RPG featuring real-time 3-D graphics, monster-building abilities and a one or two-player option. *Pool Hustler* will be a rival to Gremlin's recent *Pool Shark* game, and *Shanghai True Valor* is a strategy game centred around the Chinese game, *Majong*. More soon!



[ABOVE] There's puzzles to solve and people to kill!



[ABOVE] *Hard Edge* certainly looks like it's going to be good. As always though, we'll have to wait for an English version just to understand what's going on. But still, it should be well worth the wait.

# NOZIN' AROUND

Rumours we can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

Apparently, the 'Extreme' difficulty in the American version of *Metal Gear Solid* enables you to play the game... but with no rations!

Whilst we're on the subject, *Metal Gear Solidus* is the apparent working name of the sequel. Featuring Snake and Liquid's brother, Solidus!

According to some sources, *Tekken 4* began development on 25 October last year. The game will allegedly run on hardware supported by System 35, an arcade-quality board which will enable fighters to appear almost human, and also interact with polygonal 3-D backgrounds. It is also reported that the whole lot will run at 120fps. Now that we've got to see!

Classic side-scrolling blaster *Strider* is supposedly getting a sequel in Japanese arcades very soon, and Capcom may be bringing the game to PlayStation. Whether the update of the 1989 sensation gets a PlayStation release depends largely on what hardware the arcade cabinet runs with. If it's the System 12 board, then a conversion is almost guaranteed, but if it's on the muscley new Naomi, it'll be out for Dreamcast instead...

Good news! Despite the fact that Capcom is about to release an exclusive Dreamcast version of *Resident Evil* (Codename: *Veronica*), *RE2* won't be the final installment to grace the PlayStation. Word is that the Japanese developer is already hard at work on the third part of the saga to be set in the Umbrella Corporation's head offices in Europe. Sounds ace!

## LARA CROFT

13

Readers voice their opinions on the latest Tomb Raider game, plus we reveal how much money Lara has made in her first two weeks on-sale, and it's a lot!

## RE2 SECRET

14

We find the hidden 'phantom gate' in *Resident Evil 2* and lay down the gauntlet for PLAY readers to get through it. Have you got the key?

## KINGSLEY

15

Just when you thought Crash was the last of the ultra-cute character brigade, along comes a furry fox with attitude. Full report on this curious new title!



# ENTERTAINMENT

## USA

with *Cat Buccannon*

Regular monthly reports about the happening events in the land of the free from the *Play American* correspondent, Cat Buccannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for scorching exclusives!



Hi guys! Well, Sony have done it at last, they've finally sold their 10 millionth unit over here in the US and to celebrate **Kaz Hirai** of Sony America has announced a national sweep stake to give away one hundred limited edition midnight blue machines. The competition is all over the national press, on the net, hey its even on the back of milk cartons. What a shame you lot can't enter!



**Street Sk8er** Khakis rock!



EA are hoping their latest game **Street Sk8er** will take us by storm. Considering it will be the only skateboarding game on the PlayStation it is bound to carve a huge chunk in the market. Riding freestyle or taking part in a 'street tour' competition Street Sk8er should appeal to all those kids out there currently honing their boarding skills. It might even stop grazed knees and graffiti and that would be cool!



Capcom announces the release of **Freestyle Boardin' '99** for the US market. You can choose from various different characters and courses to race, and ranking is determined by your finishing position and trick point total. Like Cool Boarders, players can only do tricks at certain points in each race. The board kicks up some snow behind the player, but the graphics are a tad grainy. No UK release details.



**Freestyle Boardin' '99** Radical!



Name	HP/max	PP/max
1.0.0.9	500/532	80/126
2.0.0.1	225/437	Attack!

**Guardian's Crusade** Cuddly!



Crossing virtual pets and rpg gameplay similar to Pocket Monsters, in Activision's **Guardian's Crusade** players become a knight who must reunite a baby monster with its mother. The monster's abilities grow and change based on the knight's relationship with it. Awe, sweet. The dozens of monsters are represented as 3D polygons and there'll be spells and weapons to play with too. Out February '99.

# EAST PARK

JVC HOOKS SOME GEMS FROM FAR EAST!

**F**ollowing on from the success of *Victory Boxing 2*, JVC has once again been fishing in the Japanese ponds for more gems to release over here in Europe. Top of its list is Irem's *YoYo Park* – a fantastically retro shoot-'em-up/platform affair featuring a duo of slap-headed goons wandering around shooting enemies with what appear to be party poppers!

Players assume the roles of Guss and Yodie, two bystanders who were witness to an invasion on Nanoda Village's Amusement Park by a crazed lunatic called YoYo. Armed with said party poppers, the two heroes must battle through 62 levels of single-screen platform action, blasting YoYo's henchmen with their makeshift weaponry.

The look of the game is typically Japanese, very colourful and utterly warped, with plenty of bonuses to pick-up and twisted add-ons which include ducks that can be mounted

and used as a vehicle with which to bomb the enemies. It's all good clean fun and will arrive on these shores some time early in the new year, priced £34.99.

JVC has also been sniffing around a game called *Eretzvaju*. This is a fighting game whereby virtually every move is a special one. When we say 'special' though, we mean vast lighting effects, satellites firing from orbit... that kind of thing. In fact, we were just trawling the internet for information on how to pull off the ultra-secret 'normal' punch and kick moves when the man from JVC yanked the disc from the PlayStation and declared "Right, that's enough of that lads, who's up for a shandy?" Upon which our Ed was probed for his vital statistics so that he could be included as a character in the next *Victory Boxing* game. In fact, a queue is forming right now of people eager to punch his lights out! Expect more news from the JVC camp soon!



[ABOVE] You use bombs to blow the freakish opposition to high-heaven. A truly great feeling!



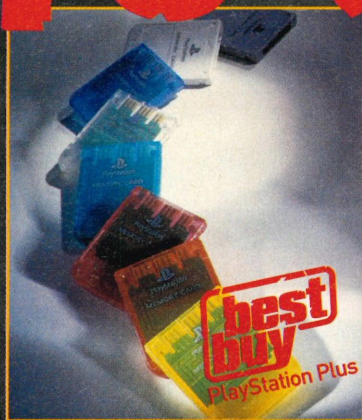
[ABOVE] Unfortunately, we didn't manage to prise the Jap copy from the JVC bloke's sweaty mitts!



[ABOVE] *YoYo Park* – two players take on a vast horde of nasty critters stretching over 62 levels... armed only with a few party poppers and a rather alarming appearance. We reckon it's gonna be a winner!



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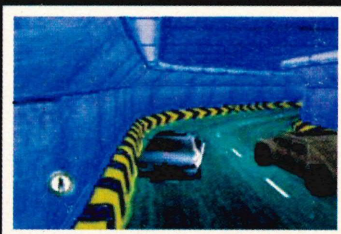
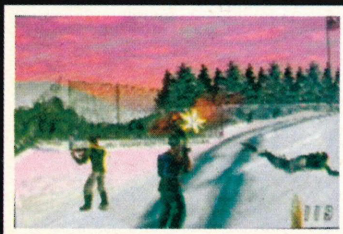




# LICENSE TO THRILL

## 007 *Tomorrow Never Dies*

**JAMES BOND IS SUITED-UP AND READY TO GO FOR HIS FIRST PS ADVENTURE!**



**G**oldenEye eluded us poor PlayStation owners and it hurt quite a bit being told just how good it was. Never fear though, because that ageless, tuxedo-wearing, lady killer is coming our way very soon and this might just blow the competition out of the water. *Tomorrow Never Dies* is now expected for release in the later half of 1999 and looks stunning. After giving an early copy a good thrashing at the ECTS show in September we were mightily impressed by the variation that the game offers.

The game picks up where the film left off (Bond was snogging that Kung-Fu bird in the sea) and sees a new adventure unfolding that combines the best elements of all the Bond films before it. Rather than being a straight film conversion, Bond will have to use all his espionage skills to carry out surveillance work and discover what is going on, and which megalomaniac is trying to take over the world. *Tomorrow Never Dies* will feature many different styles of gaming and include various perspectives which will be used for the differing objectives. These include sniping, skiing, driving, scuba-diving, surveillance and even sky-diving! Will that guy ever draw his pension?

All these elements look like making *Tomorrow Never Dies* a real cinematic experience and with talk of three Bond girls taking part in the action with a guest appearance of Miss Moneypenny we can't go far wrong can we!



## PLAYBOYS

Come on folks, give 'em a hand! These are the crazy guys behind this publication... but what does Xmas mean to them then?

### Ryan Butt

Christmas to Ryan is a cause of mass celebration and good-will to all landlords. He likes nothing more than going down the boozer and having a good sing-song with his chums! [ryan@paragon.co.uk](mailto:ryan@paragon.co.uk)



### Graeme Nicholson

Christmas to Graeme is a cause of mass celebration and good-will to all mini-disc stockists. He likes nothing more than going to Scotland and talking about mp3s! [silencio@paragon.co.uk](mailto:silencio@paragon.co.uk)



### Tom Sargent

Christmas to Tom is a cause of mass celebration and good-will to all Leeds fans. He likes nothing more than eating curried sprouts and farting violently! [tomsargent@paragon.co.uk](mailto:tomsargent@paragon.co.uk)



### Ben Lawrence

Christmas to Ben is a cause of mass celebration and good-will to all men! He likes nothing more than getting giammed-up and heading down to the pantomime. [benl@paragon.co.uk](mailto:benl@paragon.co.uk)



# METAL GEAR PLASTIC TEKKEN GOES ANIME!

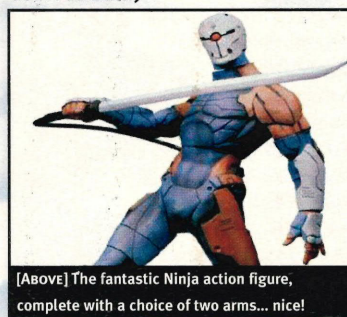
## NEW DOUBLE RUMBLY GAMESTER WHEEL!

**G**reat news for gaming enthusiasts, we've just heard news of a forthcoming range of official *Metal Gear Solid* action figures by McFarlane Toys.

The initial assortment of eight *Metal Gear Solid* action figures goes on sale in the US during February 1999 (coincidentally, that's when the game finally goes on sale in the UK) and will only be available in this country through specialist sci-fi and comic stores. There's a chance that the range will eventually be available through high street toy stores, but don't hold your breath. These are the confirmed characters in the first shipment:

Solid Snake, Liquid Snake, Meryl Silverburgh, Vulcan Raven (complete with "the world's largest

gun") Sniper Wolf (who also comes with one of her furry friends), Ninja (complete with two interchangeable right arms), Revolver Ocelot (with two .45 peacemakers and a base which turns into a torture table), and of course, Psycho Mantis (complete with dubious ball!)



[Above] The fantastic Ninja action figure, complete with a choice of two arms... nice!

## THE ANIMATED MOVIE IS OUT TO BUY NOW!

**T**ekken fans who have completed the beat-'em-up trilogy and are desperate for a new fix this Christmas will be in heaven with the release of *Tekken: The Motion Picture*.

Due for release on 7 December by A.D. Vision, the animated movie "tears directly into the complex plot behind the best-selling PlayStation games trilogy." The film chronicles the growth of the family feud between Heihachi Mishima, his abandoned son, Kazuya and adopted heir, Lee Chaolan. The standard of the animation is kind of disappointing (think *Battle Of The Planets*!) and the fight scenes are rather sparse and un-moving, which is a shame considering the immense scope generated by the games. On the plus side though, most

of the characters are featured, including Jack, Nina (who's trying to assassinate Kazuya) Dr Boskonovitch and Roger - the boxing kangaroo. There are also a host of T-Rex's with Predator-style stealth capabilities... bizarre! The highlight though was undoubtedly the gratuitous shower scene featuring Jun Kazama's boobs!



[Above] Nina Williams gets ready to rumble... but what happened to her Irish accent?

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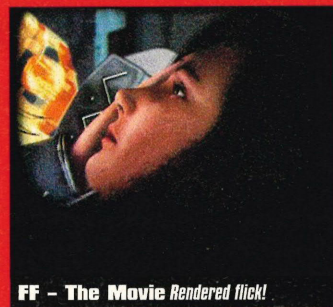
# JAP'S EYE



## ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

Regular monthly reports about the happening events in the land of the rising sun from the Play Japanese correspondent, Shintaro Kanaoya. Shintaro is at the heart of the happening PlayStation scene and has his finger constantly on the pulse of where the action is. If it's big in Japan, our man Shintaro will already have the T-Shirt!

 Square recently announced that **Final Fantasy – the Movie** is in production for release during 2001. Square USA's Honolulu Studio is responsible for the estimated \$70 million budget film, said to comprise a renowned production team including Al Reiner (Apollo 13). News is still sketchy but a little bird told me that it will consist entirely of computer generated graphics, a bit like *Toy Story*!




FF – The Movie Rendered flick!



Legend Of Legaia Legendary!

 Takara's **Brave Saga** is a game similar to Banpresto's Super Robot Wars. Both games feature stacks of mechas from various anime cartoons. Due to license restriction Takara can only use mechas from animes such as Armored Troopers Votoms and a few others. You take control of a small kid who commissions loads of robots to help him fight. Trading Cards to follow in December too.

 Sony's answer to FFVII, titled **Legend of Legaia**, is a full blown RPG and is going to be enormous. Contrail, creator of Wild Arms is responsible for the story, told through basic text boxes, video and polygonal cut-scenes. What I'm excited about is the battle system – players can string together turn-based combos of physical or magical attacks and watch them in 3D. But it's Japanese text only I'm afraid. Available from import shops now!



Brave Saga Stompin' troopers!



V-Force Keep it in the Family!

 **V-Force** is a game being released soon and it looks fairly good. Playing the part as either one of three sisters you must command a huge army on a moonbase to defend earth from evil alien invaders. Like all good war sims there will be huge amounts of weapons at your disposal and tactical moves you must learn if you are to save the day. We never realised the Nolan Sisters were so talented!



### OUT NOW...

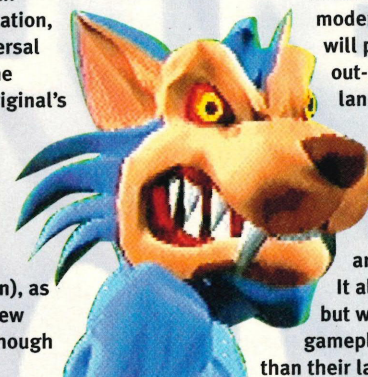
**A-Z of PlayStation Secrets, Strategies, Solutions Volume 3** (ISBN 1-873650-42-6) contains thousands of tips, cheats, passwords and winning strategies for over 300 PlayStation games including *RE2*, *Tekken 3* and *GT*! Priced at £9.95 and available from all good bookshops!

# MONSTER-MASH!

## MIDWAY ANNOUNCE NEW RAMPAGE GAME

**M**idway is developing a follow-up to *Rampage World Tour*, called *Rampage Universal Tour*. Tentatively-scheduled for a US release in March 1999 on PlayStation, *Rampage Universal Tour* will see the return of the original's gigantic city-devastating creatures, George (King Kong), Lizzy (Godzilla) and Ralph (Wolfman), as well as three new characters. Although the latter are

currently unnamed, the new giant monsters will be in the form of a rhino, rat and lobster. The title indicates that the action will not be limited to the original's modern-day cityscapes and will perhaps include some out-of-this-world landmarks. *Rampage Universal Tour*'s mass destruction will be spread over 125 levels, with new bonus games, moves and weather conditions. It all sounds very good, but we just hope that the gameplay is more interesting than their last wave of destruction!



# TRULY SHOCKING!

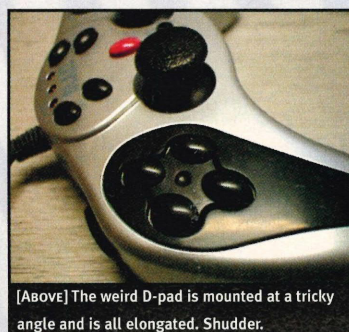
## THE BLAZE PAD THAT DARES TO BE DIFFERENT

**A**nother attempt at topping Sony's wonderful Dual Shock pad, the **Blaze Cyber Shock** arrived this month for us to check out. The silvery beast is much like any other third-party effort, but for a cunning gimmick.

The standard thumb sticks can be yanked off you see, and replaced with any of four oddly styled sticks that simply plug in to the exposed sockets. We didn't find one of the provided alternative sticks to be of any gaming use whatsoever, but due to the strong vibration of the Cyber Shock when it's on Dual Shock mode,

we would like to see the following attachments packaged with the finished version of the product when it goes on sale. They include an egg whisk, masonry drill bit, strimmer, nasal hair clipper and, ahem, something for the ladies.

The Cyber Shock didn't overly impress us, even though it's solidly built and looks a bit more space age than many other pads. The D-pad is designed mainly to look cool but is difficult to do anything with in-game because it's been stuck on at a funny angle and is a bizarre shape. The old 'Ryu' fireballs are impossible!



[ABOVE] The weird D-pad is mounted at a tricky angle and is all elongated. Shudder.



[ABOVE] The two analogue thumb sticks, shown with the "Stirrup" and "Paddle" attachments.



# LARA MAKES A MINT!

MS CROFT DOESN'T DISAPPOINT IN HER LATEST BLOCKBUSTER ADVENTURE!

**S**o what do people think about Lara's latest outing – *Tomb Raider III*? Well Paragon Publishing's own Total Games Network ([www.paragon.co.uk](http://www.paragon.co.uk)) recently posed the question "Did it live up to the hype?" following the recent release of the game onto shelves across Britain. The responses received were largely on the positive side with statements such as "it's awesome," and "it's wonderful," used in abundance, although the occasional voice of dissent could be heard declaring that "I don't think it's as good as Eidos said it would be."

There appeared to be no-one who felt that *Tomb Raider III* wasn't the best of the bunch. Considering all the various tweaks that went on in the graphic, sound

and gameplay departments, Core Design would probably be most put out if *TRIII* wasn't acclaimed as the best Tomb Raider game. However, some of you felt that *Tomb Raider III* was a tad on the difficult side straight from the off, although one astute gamer pointed out that probably "Eidos and Core Design assume that people will have played the previous two, and that there was scope for increasing the difficulty at the start of the game." Well, is that true Core?

*Tomb Raider III* shifted around 50,000 copies in its first weekend that it went on sale, and it earned Eidos an impressive £2,257,498 during the first week, it's therefore very likely that a fourth Tomb Raider title will make an appearance next year!

## THE ELITE RANGE OF PERIPHERALS

GO FOR A SPIN...  
THE FIRST  
OFFICIAL  
3D MOTION  
CONTROLLER  
FOR THE  
PLAYSTATION,  
SET TO  
REVOLUTIONISE  
THE GAMING  
WORLD.

THE SPHERE  
360° IS  
COMPATIBLE  
WITH ANY  
GAME AND  
COMES WITH A  
TRAINING DISC.



WARNING:  
Use of unofficial  
products may invalidate  
your console warranty.

DO NOT COMPROMISE THE POWER OF PLAYSTATION. ALWAYS BUY OFFICIAL PRODUCTS.



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**ASCII**  
IMAGINE THE POSSIBILITIES





## ON THE CARDS

Here's what's been jamming up the memory cards in the PLAY office this month, in case you're interested...



## DEVIL DICE

The best memory card icon of the month undoubtedly goes to this cheeky little devil for... Devil Dice! Although the game drove us to the pits of despair, we just loved that devil!



## CRASH 3

All cracked, done and dusted! Having played the game well into the early hours on too many occasions, we completed all 105% of this game. We really are a sad bunch of morons!



## PARASITE EVE

... And the prize for 'Worst Memory Card Icon Of All Time' goes to this exceptionally feeble effort. We don't even remember saving it, so god knows what it was doing on the card!

# RE2: THE PHANTOM GATE!

## COULD THERE BE A THIRD SECRET CHARACTER IN RE2?

**F**ollowing on from last month's 'Nosin' Around' column, and the rumours about being able to play as Rebecca Chambers in *Resident Evil 2*, we had to delve in for ourselves to see whether it was true. The rumour stated that after completing Tofu scenario, you restart the game with his data saved on your memory card then proceed normally as if you were playing for the first time. Enter the police station grounds and kill the two zombies in the park outside. Next, go to the huge brick wall opposite the entrance to the station and search whilst pressing up. You then are supposed to walk through the wall to a big rusty gate with

three zombies waiting beyond. After killing the zombies you then have to go through the gate and you'll soon discover Rebecca Chambers (from the first game) fighting off two zombies. Her mission starts from there!

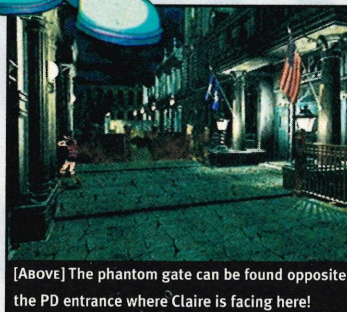
Well, we haven't got time to replay the whole game again what with getting the magazine out and all that, but with a little jiggy-pokery from an Action Replay cart we managed to find the gate. Yes, it does exist... but we couldn't get through it and that's where you lot come in. If you can complete Tofu's mission then follow the above, open the gate and discover Rebecca Chambers send in photographic evidence and

not only will you be hailed as a god of the gaming world but we'll give you an Action Replay cart for your troubles. Is anyone going to take up the challenge? Is it all a load of rubbish? Send in your

evidence to: 'The 6th Survivor?', PLAY Magazine, Paragon Publishing, St Peter's Road, Bournemouth, Dorset, BH1 2JS. If you can capture that magic moment on video tape, then better still!



[ABOVE] We have managed to get the phantom gate, which is guarded here by three zombies, but so far have been unable to actually get through it. This is where we call upon our beloved readers to help us!



[ABOVE] The phantom gate can be found opposite the PD entrance where Claire is facing here!

# BANNED!

## IMPORT WAR

**F**ollowing on from last month's story about Konami getting tough with importers and banning the selling of imported American copies of *Metal Gear Solid*, another instance has come to light this month. Capcom of America recently threatened US importers with legal action if they dared to import and sell Japanese copies of the forthcoming Capcom beat-'em-up, *Marvel Vs Street Fighter*.

Having spoken to several software companies on the subject, we understand that there are two distinct sides to the argument. From the commercial side, software companies with European offices are granted budgets with which to market the games. If they don't sell due to importers supplying the games well in advance of their European releases, then these budgets are cut, and Europe becomes a less viable market in which the bigger software companies are prepared to do business. But on the other side, PLAY readers have contacted us stating, in no uncertain terms, that they will resort to the black market in order to obtain the games they want to play - which means more piracy. The debate rages on... and on...



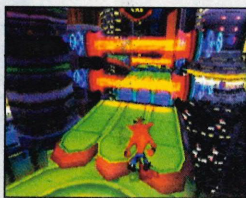
[ABOVE] Chun-Li... clever trick!

# ON THE RACK

PAL

## CRASH 3: WARPED

Having played the American version to death before the PAL version finally arrived, we can gladly report that the two are identical in speed, and the borders are only very slight. So go and buy the PAL version now, safe in the knowledge that it's great!



## RIVAL SCHOOLS

The PAL version is distinctly slower than the Japanese version that we reviewed (and gave 96% to), and the borders ruin its original crystal clear appearance. But it's still a good game and at least we can now understand all of the options.



## SPYRO

We played the American version of Spyro a couple of months ago, and when compared to the PAL version, there really is hardly any difference at all. Okay so there are borders present, but they don't really ruin the appearance too much.



PAL conversions about to hit the shelves and how they match up to their Japanese originals. Here we mention any in-game alterations, improvements, and whether English dialogue enhances the gameplay.



# FOR FOX SAKE!

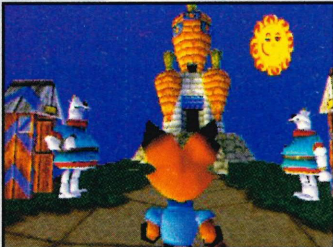
## PSYGNOSIS ANNOUNCES NEW ADVENTURE FOR KIDS!

**T**he Nintendo 64 is the undisputed king of all things cute and doe-eyed. In fact, the majority of games contain a higher 'furry animals count' than an episode of Rolf's *Animal Hospital*. Younger PlayStation owners will be ecstatic to learn that Psygnosis has announced the release of a kaleidoscopic action adventure starring the titular young fox-cub and not the annoying Seventies glove puppet Basil Brush.

It's the second Psygnosis title aimed at the eager young generation (the first being *Rascal*, released last Easter and reviewed in *PLAY* 33), so prepare yourselves for another 'magical trip', this time through the world of Kingsley and his colourful chums, where lively, character-filled action is the order

of the day. Looking like a cross between *Banjo-Kazooie* (N64) and *Gex 3D: Enter The Gecko*, the game is set across a huge world just waiting to be explored, puzzled over and fought through.

The screenshots are gorgeous to say the least, and you control Kingsley from a third-person perspective, with the ability to look around the full 360° environment. There are four gigantic quests to undertake on your way to saving the Fruit Kingdom from a devious wizard named Bad Custard, and some interesting sub-games to partake in as well. The expected release date for Kingsley is Easter 1999, but we'll be reporting back with a full report on this visual feast, with no doubt a few 'tails' to tell, in the next packed edition. Boom! Boom!



[Above] This will be the mysterious 'Fruit Kingdom' that we've heard about then!



[Above] The gate can be found opposite the PD entrance where Claire is facing here!



[Above] Our hero had better stop posing and do something about that mean-looking dragon, otherwise he'll end up as a mere fashion accessory draped over Dame Barbara Cartland's shoulders!

**APOCALYPSE**

"...THE MOST FRANTIC, EXPLOSIVE, 3D ENGROSSING ENVIRONMENT GAME IN THE WORLD."

— OFFICIAL PLAYSTATION MAGAZINE

"ONE OF THE BEST 3D BLASTERS ON THE PLAYSTATION."

— EXTREME PLAYSTATION

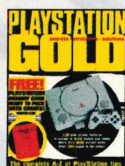
"THIS IS NOTHING SHORT OF STUNNING"

— STATION

ACTIVISION PlayStation

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OUT NOW...

**PlayStation SSS GOLD** (ISBN 1-873650-46-9) is the most explosive PlayStation tips book ever created! At over 480 pages, it is the largest collection of full solutions in the world, and includes a FREE memory card – all for only £14.95!



OUT NOW...

**PowerStation** (ISBN 1362-5047) is now available from all good newsagents priced just £3.95. Issue 30 features guides to *Tomb Raider III* (including cheats!), *Crash 3*, *TOCA Touring Cars 2*, *FIFA '99*, *WLS '99*, *Actua Soccer 3* and many more besides!

## PREDICT!

AND WIN £50!

**W**hat could possibly be easier than predicting which games are going to top the charts? You know good games as well as we do, so how hard can it be to name the ones you think are going to be hits? Hang on though, *Formula 1 '98* topped the charts last month didn't it? Taking into account the odd red-herring then, your goal here is to successfully predict which three games will top the **GAME** charts in next month's issue. If you guess right and are pulled from Tom's dusty cap, you could win a voucher for £50 to spend at any branch of **GAME**. It's easy when you think about it. So write down your top three and send then to: **GAME Predicts, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS**. All entries **MUST** arrive at our office no later than January 13. Any entries that arrive later than the stated date will not be entered into the draw. Got that? Get on with it then!



## CHARTS

In association with

**GAME**

Pos	Game	Developer	Publisher	Score
1.	Tomb Raider III	Core Design	Eidos	93%
2.	FIFA '99	EA Sports	EA	91%
3.	Spyro The Dragon	Insomniac	Sony	88%
4.	Tekken 3	Namco	Sony	94%
5.	Formula 1 '98	Visual Sciences	Psygnosis	68%
6.	TOCA 2	Codemasters	Codemasters	94%
7.	TOCA	Codemasters	Platinum	92%
8.	Small Soldiers	EA	EA	78%
9.	Abe's Exoddus	Oddworld	GT	92%
10.	Grand Theft Auto	DMA	Platinum	88%

## READERS' MOST WANTED

VOTED BY THE PLAY READERS BY FAX, EMAIL OR LETTER...

Pos	Game	Developer	Publisher
1.	Metal Gear Solid	Konami	Konami
2.	R4	Namco	Namco
3.	SF Zero 3	Capcom	Capcom
4.	LOK: Soul Reaver	Crystal Dynamics	Eidos
5.	Silent Hill	Konami	Konami

## PLAY CLASSIC RECOMMENDS



**Tekken 3** [97% PLAY 34]  
The best beat-'em-up around!



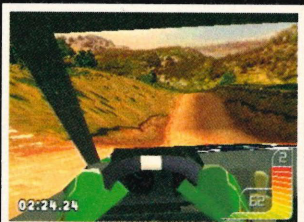
**Metal Gear Solid** [94% PLAY 40]  
The ultimate spy thriller!



**Rival Schools** [96% PLAY 39]  
A truly fantastic fighting game.



**Future Cop: LAPD** [94% PLAY 40]  
EA's best game for ages!



**Colin McRae Rally** [93% PLAY 37]  
The greatest rally game ever!

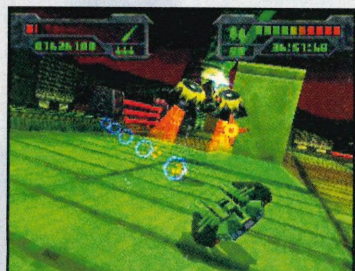
# ELIMINATOR PSX-2?

KILL SOME TIME WITH PSYGNOSIS!

**P**sygnosis has been very busy over recent months. What with *Rollcage*, *G-Police 2* and *Kingsley* already on the cards, it recently announced another game by the name of *Eliminator* to be released in the Autumn.

The game will be a combination of racing and shoot-'em-up action as

you play a prisoner of war transported to a military weapons testing arena where your captor's new arsenal is about to be tried out... on you! With a bomb strapped to the side of your craft, you must race around picking up time extensions and letting rip on any adversaries that stand in your way. More soon!



[ABOVE] *Eliminator* – race against time to get those time bonuses and avoid blowing-up.



[ABOVE] You'll occasionally have to face huge bosses in order to progress... like this chap!

OR DREAMING?

**W**ell, the Sega Dreamcast has been launched in Japan, not so much as with a 'bang', more a wet 'phoooot', and after all of the hype surrounding an official announcement from Sony concerning the PlayStation 2... absolutely nothing happened!

It was widely reported that Sony were planning to steal some of Sega's thunder by disclosing information about their forthcoming machine, but a source close to Sony UK stated that to do such a thing would undoubtedly harm the PlayStation's Christmas sales.

It would appear that if folk got wind of a new, better machine, then they would deter from buying the current hardware. To date, Sony UK has had no word from Japan concerning the PS-2. So we'll just have to wait...





THE BANDICOOT IS BACK



[www.playstation-europe.com](http://www.playstation-europe.com)

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION





# WIN!

## tickets for

# ENGLAND

# VS POLAND

# EIDOS

I N T E R A C T I V E

**F**ollowing the tidal-wave of abuse that's become a tabloid tradition when the national squad suffers a defeat by any team other than Brazil, Glenn and the boys look back on course to qualify for Euro 2000. And what better way to commemorate their recent return to form, and the release of easily the best PlayStation football game to date, *Michael Owen's World League Soccer '99*, than to book a pair of exclusively posh tickets at Wembley in March, next year.

### 1ST PRIZE

- 1 pair of tickets for the England v Poland game in March
- A Football signed by England squad members
- A signed England shirt
- 1 Copy of *Michael Owen's WLS '99*

### RUNNERS-UP

2 runners-up will each receive a signed England shirt and a copy of *Michael Owen's World League Soccer '99*.

Will England win? There's no doubt in our minds, and all you have to do in order to win yourselves and warm your behinds in one of those comfy seats with a view to die for, is answer the following question and send it off to us...

### Which England Player is known to many as 'Sick Note'?

When the penny drops and you think you know who that player is, write it on a postcard or sealed envelope and send it to: A Kick in the Poles, PLAY Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. Please note that all entries must arrive by 16 January 1999 at the very latest. Best of luck!

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers, Eidos, may not enter. All entries should be sent to arrive no later than 16 January 1999. The winner's name will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.



RULE 65

'...race numbers must be clearly visible from the front and either side of the car.'  
FIA Sporting regulations.



Formula One '98 Rules. OFFICIAL.



**FORMULA 1 '98**  
RACING RULES 1998



# THE GAM

AT THE END OF THE DAY WE ALL WANT TO KNOW ABOUT THE LATEST PLAYSTATION SOFTWARE, AND THERE'S NO BETTER PLACE THAN RIGHT HERE IN PLAY!

## R4 RIDGE RACER TYPE 4



THE  
**BIG**  
GAME

**34** If any game can challenge the might of Gran Turismo, then it's Namco's eagerly awaited addition to their stunning Ridge Racer series, R4: Ridge Racer Type 4. We look under the bonnet of this petrol-thirsty classic in the making and give you the low down on one of 1999's most exciting releases in a three page preview...



## Guide to the Grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%.

**90-100** If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.



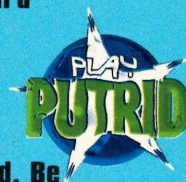
**85-89** We recommend these games as they are fun, lasting and value for money.

**76-84** A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Worth considering.

**51-75** These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

**36-50** Games that should be avoided by everyone except die-hard fans and masochists.

**0-35** Complete tripe. Duly awarded the PLAY Putrid. Be warned, these are games that are liable to induce severe depression!



## PLAY Icons

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.



One Player Only  
eg Resident Evil 2



Multiple Players  
eg ISS Pro '98



Steering/Analogue  
eg Colin McRae Rally



Multi-Tap  
compatible



Mouse  
compatible



Uses A Memory Card  
(for save games)



Split-Screen  
eg Bust-A-Move 2



Link Cable Compatible  
eg Formula 1



Light Gun  
eg Time Crisis



Dual Analogue  
eg Gran Turismo

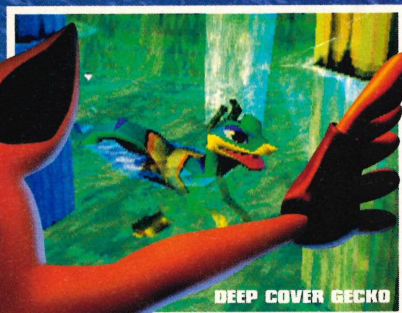


### The GAMES THAT Time Forgot

You'll see this ominous logo every time a game's publisher tries to sneak a game out onto the streets without us seeing it first. This is often a deliberate move and one that occasionally means the game is rushed or of poor quality.

REVIEWS ▶ WORKSTATIONS ▶ WIRED UPS

## WORKSTATIONS



YOU WANT IN-DEPTH FEATURES ON THE LATEST SOFTWARE? YOU GOT IT! THE LATEST GAMES EXPOSED...

**RIDGE RACER 4** 34  
**GEX: DEEP COVER GECKO** 38  
**G-POLICE 2** 40  
**ROLLCAGE** 42



## Challenge Box

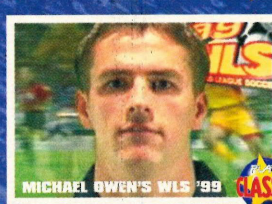
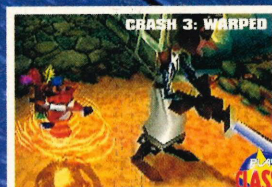
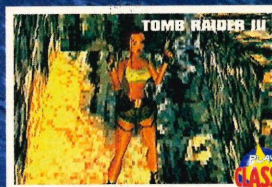
This designed to show you instantly how long a game will last based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer.



## PLAY REVIEWS

NOBODY DOES IT BETTER. PLAY REVIEWS ARE THE ONLY PLACE YOU SHOULD TURN IF YOU WANT ADVICE. NEVER BUY A GAME WITHOUT SEEING WHAT WE GAVE IT FIRST.

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# TOMB RAIDER III

**NOW A HUGE STAR WITH HER OWN CLOTHING RANGE AND UPCOMING MOVIE, LARA CROFT STILL FINDS TIME FOR A SPOT OF ADVENTURING...**

Lara's back for

more: and she certainly gets it in her biggest, toughest assignment yet.

In fact, this latest instalment is really five separate adventures in one. Once she's completed the first Indian expedition, Lara can attempt the next three adventures in any order (London, Nevada, South Pacific) before finally flying out to snowy Antarctica. Each adventure consists of three large levels and, apart from Nevada, an extra stage for a showdown with the boss. It's apparently something to do with collecting four magical artefacts nicked from Antarctica by some sailors on Darwin's ship – we never even knew he went there. Oh well.

Silly plot aside, the varied locations show off the subtly improved graphics. New multicoloured lighting effects

**PLAY**  
information



Publisher: Eidos/Core  
Customer support:  
01332 297797  
Price: £44.99  
Release date: Out now



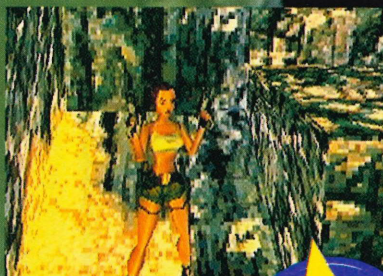
ONE PLAYER



MEMORY CARD



DUAL ANALOGUE/SHOCK



[ABOVE] Lara raises temperatures in the South Pacific. It's HOT!

**PLAY**  
**CLASSIC**



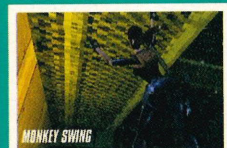
[ABOVE] While exploring the Nevada desert, the odd fighter plane zips past. It's just for show, but a neat graphical touch all the same, which adds to the atmosphere.

illuminate the usual dark corridors, aiding the spooky atmosphere – exploring an abandoned tube station is a truly chilling experience. Varying weather conditions to the outdoor sections, including rainy old Thames Wharf, although they don't affect the gameplay in any way. Aware of the somewhat blocky level construction of the previous games, Core has used triangular building blocks to make them look more organic. This works best in the jungles of India and South Pacific, although the angular trees look a bit weird. Other nice touches include smoking guns (and breath in Antarctica) water ripples from bullets, and footprints.

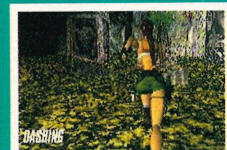


## WHAT A MOVER

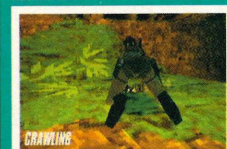
Lara's obviously been working out in her brand-new gym as she's perfected even more moves.



WHETHER IT BE CEILING LADDERS OR GRATINGS, LARA CAN JUMP UP TO GRAB THEM, THEN SWING/CLIMB HER WAY ACROSS. SOMETIMES SHE'LL NEED TO TURN LEFT/RIGHT TO NEGOTIATE BENDS BEFORE DROPPING OFF IN A SAFE PLACE.



THIS SUDDEN IMPROVEMENT IN LARA'S SPRINTING SPEED IS A BIT SUSPICIOUS IF YOU ASK ME - ALTHOUGH THERE'S NO SIGN OF FACIAL HAIR YET. SHE CAN DASH UNTIL THE SPECIAL POWER BAR RUNS DOWN, THEN MUST WAIT FOR IT TO RECHARGE.



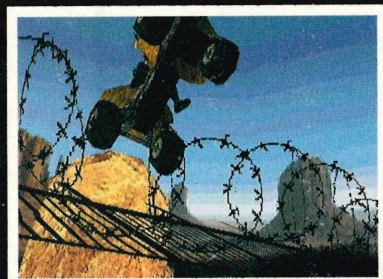
NOW THIS IS WHAT WE WANT. NOT ONLY DOES GETTING DOWN ON HER KNEES ENABLE LARA TO CRAWL THROUGH TUNNELS AND SNEAK PAST ENEMIES, BUT WITH A BIT OF CAMERA FIDDLING YOU CAN GET SOME NOVEL VIEWS OF HER FINE PHYSIQUE.

### PLUS THESE

**SHIMMY:** AS BEFORE, LARA CAN GRAB HOLD OF LEDGES AND CREVICES TO SHIMMY ALONG.  
**SWIM:** LARA CAN DIVE INTO POOLS FOR A SWIM. LATER ON SHE GETS A HARPOON TO PROTECT HER.  
**WADE:** WHEN THE WATER'S SHALLOW, SHE WADES THROUGH IT RATHER THAN SWIMMING.  
**CLIMB:** LARA CAN CLIMB UP/ALONG LADDERS AND HANDHOLDS IN THE ROCK.  
**MIDAIR ROLL:** LARA JUMPS FORWARD AND SIMULTANEOUSLY ROLLS AROUND.  
**UNDERWATER ROLL:** A HANDY ABILITY, THIS LETS LARA DO A QUICK 180° TURN WHILE SWIMMING.  
**PUSH/PULL:** AS EVER, LARA CAN PUSH OR PULL CERTAIN BLOCKS TO OPEN PASSAGES.



[ABOVE] On a visit to the Natural History Museum, Lara has no time for jobsworth guards.



## SHE MOVES ME

It seems Lara gets more agile with every game. She is now analogue and Dual Shock compatible: the left stick managing movement, while the right is used for looking around. It actually has no advantage over the standard digital controls, but at least they have put it in this time.

Naturally, Lara also has a few new tricks up her sleeve. In addition to her usual wall climbing and shimmying, she can now monkey-swing across some ceilings - often the only way to safely



[ABOVE] Now that's a nice pair of pistols. Lara soon shatters the peace on this idyllic South Pacific island. [INSERT] After completing her first Indian adventure, an FMV scene shows Lara in the undergrowth.

**"There are no dramatic alterations to gameplay..."**

cross hazards and chasms. Lara could give Linford Christie a run for his money with her new dash move, enabling a temporary speed burst to avoid the usual spike traps and rolling boulders (where would we be without them).

Perhaps most useful of all is Lara's new penchant for going down on all fours (ahem). Her ability to duck not only lets her crawl through vents and tight tunnels, but also enables her to sneak past some of the guards - essential when she loses all her weapons in one level.

As ever, Lara get dive into water and swim under it - remembering to come up for air every so often. We didn't spot any sharks this time, but you might want to watch out

for hungry crocs, shoals of piranha, and strong water currents washing Lara downstream. And the icy waters of Antarctica will freeze her far faster than she can drown.

## CHEEKY...

Other new hazards include poisonous snakes, reptiles, and darts - if you get hit, you'll need to use a

medipack to stop the poison that continually drains your energy. Sometimes it's better to avoid enemies rather than stand and fight, as they boast improved artificial intelligence. Laser-sighted guards can shoot Lara from afar if they spot her (using line of sight rules), while others will run off and raise alarms (mainly in the Nevada military complex) to summon reinforcements or switch on security laser beams. Even the animals are more intelligent, including cheeky monkeys who will happily make off with one of your medipacks. However, it's not always best to shoot them (well, straight away anyway) as they can lead you to switches or secret

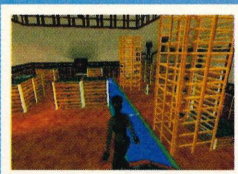




## review tomb raider III



[Above] What little wildlife there is in the Nevada desert soon meets its end thanks to this one-woman extermination operation. Down goes another rare bird.



## WELL EQUIPPED

Sod all this sneaking around, we want to get hold of Lara's weapons. God knows how she carries them all, though.



THE ULTIMATE AUTOMATIC PISTOL, THIS POWERFUL WEAPON CAN KILL MOST ENEMIES WITH A SINGLE SHOT.



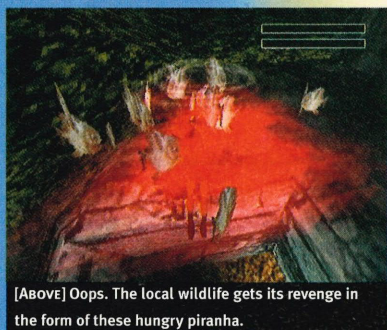
AN ALTERNATIVE TO THE UZIS, THIS MACHINE GUN IS LIGHTER THAN LARA'S OLD M16, BUT JUST AS DEADLY.



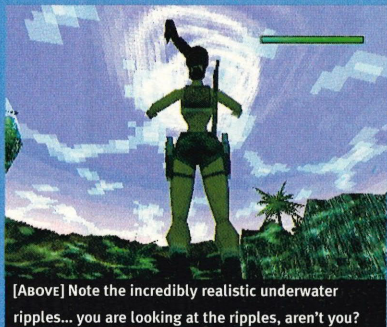
MORE ACCURATE THAN GRENADES, THIS BABY CAN LITERALLY BLOW ENEMIES APART. SAVE IT FOR THE BIG ONES.

## PLUS THESE

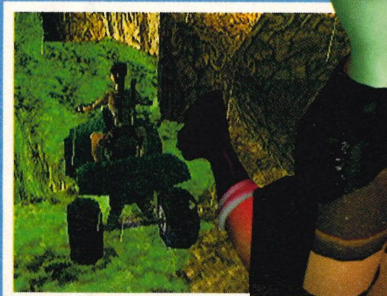
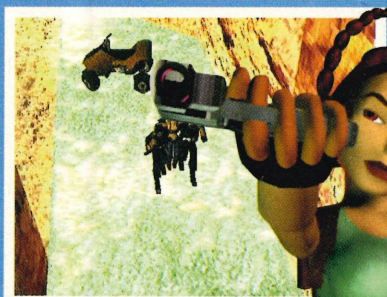
**PISTOLS:** LARA'S BOG-STANDARD WEAPON WHICH SHE STARTS WITH. **SHOTGUN:** MORE POWERFUL THAN PISTOLS, BUT SLOW FIRING. **UZIS:** WHERE WOULD LARA BE WITHOUT HER TWIN MACHINE GUNS? **HARPOON:** THE ONLY UNDERWATER WEAPON TO FEND OFF DIVERS ETC. **GRENADE LAUNCHER:** EXPLOSIVE STUFF, BUT HARD TO AIM AT ENEMIES.



[Above] Oops. The local wildlife gets its revenge in the form of these hungry piranha.



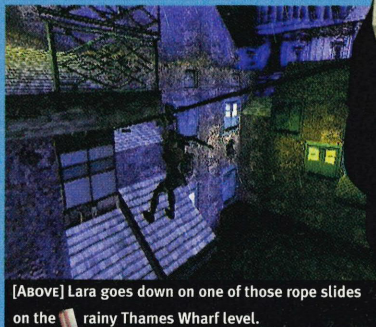
[Above] Note the incredibly realistic underwater ripples... you are looking at the ripples, aren't you?



areas. And if you come upon a T-Rex, it won't spot you if you have the nerve to stand perfectly still (someone's been watching *Jurassic Park* then) – alternatively you can throw a flare to send it off in another direction while you leg it.

As well as this more thoughtful approach to the action, there are the usual array of complex puzzles to bend your brain (and have you tearing your hair out). It's mainly the standard *Tomb Raider* fare of switch flicking, door unlocking, and block pushing, but solving them still gives you a great sense of achievement. Although you'll often get completely stuck, the solution is nearly always logical – apart from the odd well-hidden key or exit.

There's also a greater emphasis on exploration. Most levels contain more than one possible route to follow – the harder ones leading to more pick-ups and secrets. The latter are a return to the secret areas of the first game, rather than those silly coloured statues in *TR2*. An added incentive for finding them is that if you collect every secret in the game, you apparently gain access to a whole hidden level. Incentive or what?



[Above] Lara goes down on one of those rope slides on the rainy Thames Wharf level.

## BLAST IT

Of course, there are many times when you just need to blast away for England. Helping Lara to bag tigers and other endangered/extinct species are some new weapons. The most useful (once you've found it) is the chunky Desert Eagle pistol, which kills the majority of enemies with a single shot. Later on, Lara gets hold of an MP5 machine gun (why didn't they stick with the more impressive M16?) and a mighty Rocket Launcher. Oh yes!

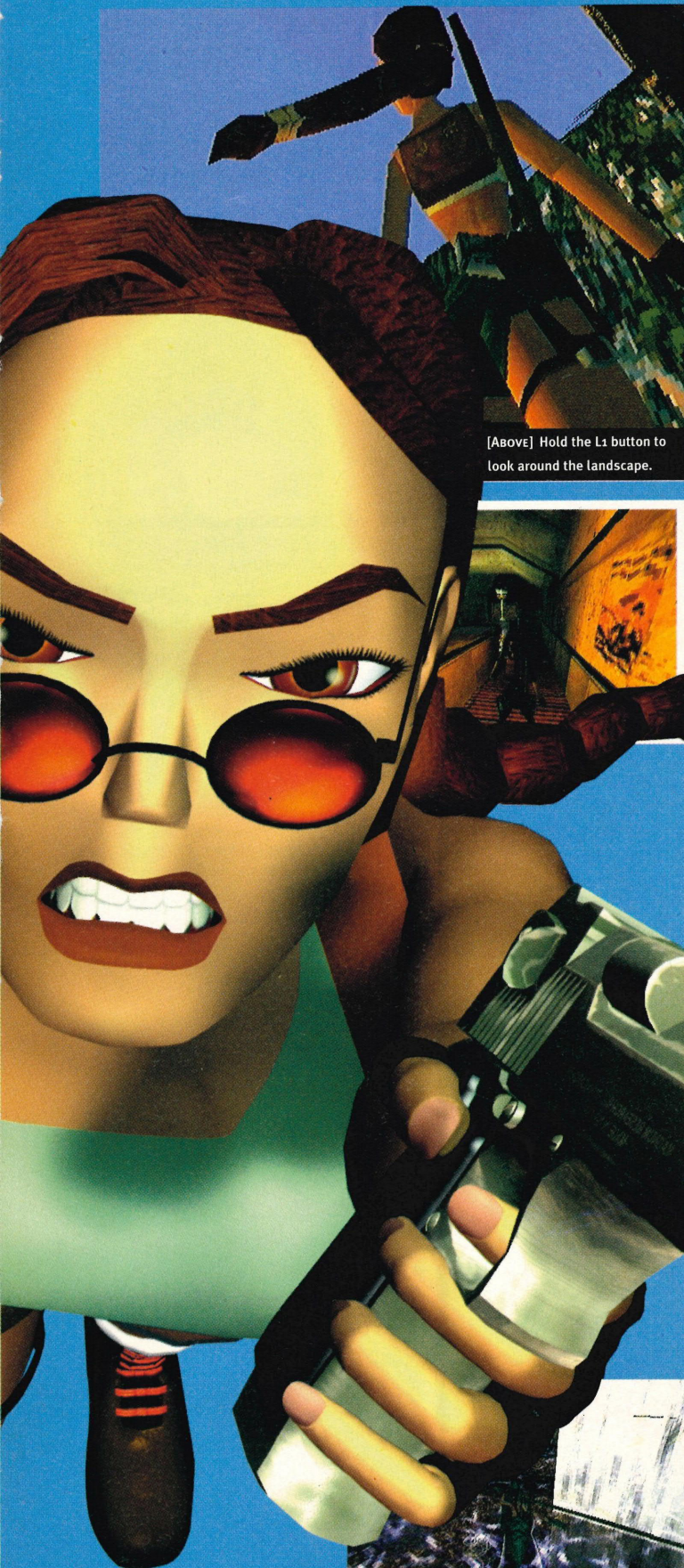
Talking of new kit, Lara changes hers for every location, including a fetching bikini top in the South Pacific and sleek black

catsuit for London. Every adventure also features a particular mode of



[Above] The obligatory dinosaurs make a reappearance in the South Pacific, including another T-Rex. Rising from the misty valley, this raptor is one of many eager to sink his teeth into Lara's firm flesh.





[ABOVE] Hold the L1 button to look around the landscape.



[ABOVE] Swimming with harmless tropical fish in the South Pacific, Lara searches the seabed for useful items.  
[INSET] At the end of the first adventure, the mysterious Dr Willard invites her onto his boat for a chat.

**"She regularly ends up impaled, crushed & eaten..."**

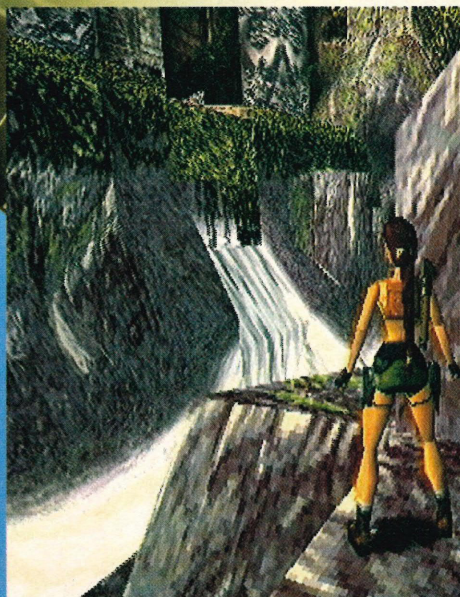
vehicular transport. Zipping around on the quad bike is great fun – you can even practise riding it on Lara's racetrack outside her mansion. As you'd expect, it's great for those giant ramp jumps, for which you can rev it up and release the handbrake for a turbo start. Best fun of all is using it to run over those pesky monkeys – squish!

Next favourite 'vehicle' has to be the kayak. Paddling down white water rapids in a South Pacific gorge is exhilarating fun and almost a separate

sub-game as you battle against the currents to avoid hazards and trigger rope switches – shame they only used it for one level really. Lara also enjoys brief rides in a dinghy and some mine carts – ducking girders, speeding up to jump gaps, and flicking track switches with a spanner. And in one episode she gets to grips with a Bond-style, harpoon-firing underwater propulsion unit.

## OLD BOOTS

This is definitely one tough cookie of a game – noticeably harder than its predecessors. There are countless deadly traps to fall into and Lara regularly ends up impaled, crushed, eaten, and roasted. Some great set-piece action sequences include a massive drill chasing you down a long shaft –



[ABOVE] After making her way across the white water gorge, hit this switch to open a hatch leading to the kayak.  
[INSET] This old sailor and his chums nicked the four artefacts and scattered them across the globe.

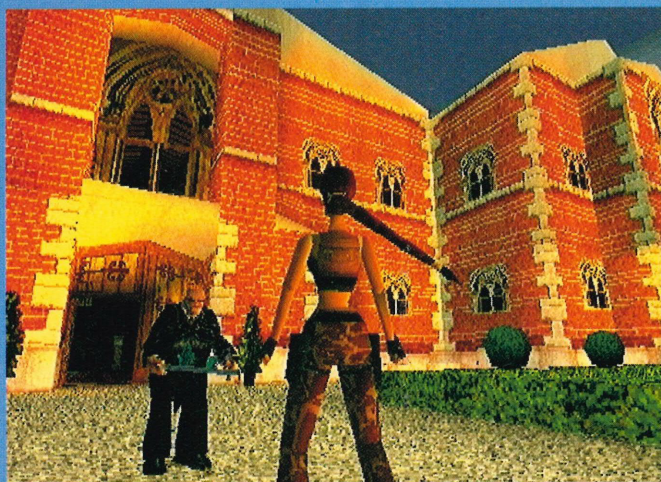


[ABOVE] Paddling her kayak against the currents, Lara shoots the white water rapids.



# review tomb raider III

PLAY magazine Issue 43 1998



[Above] Lara's obviously had the builders in to alter her mansion, constructing a new gymnasium and race track. That dodgy old butler is still creeping around after her, though.



requiring some quick shimmying and jumping. To make things even harder, *Tomb Raider II*'s option to save your position freely has been scrapped in favour of collectable Save Crystals – although unlike

the first game, you can use them whenever you want. Combined with the more complex, multi-route levels and even deadlier enemies and traps, it all adds up to a massive challenge. Technically, it's not that dramatic an improvement over the last game, but if you go back to playing the very first *Tomb Raider*, it seems a world



[Above] To hide her goose pimples, Lara dons a thick jacket in the final Antarctic adventure. Note the way she leaves footprints in the snow – a nice touch. [INSERT] Relaxing in the chopper on the way there.

## “More of the same but that's no bad thing...”

apart. Ironically, it harks back to that first classic adventure in some of the ancient locations used (as well as save crystals and secret areas) with the ruined temples and the like creating a spookier atmosphere than the rather too bright (for some critics) second game. Even Antarctica is pretty chilling (well, obviously) thanks to some inspiration from John Carpenter's *The Thing*. As ever, the atmosphere is enhanced by some excellent spooky sound FX and dramatic orchestral music.

## ALL THE SAME

Despite a host of subtle improvements, there are no dramatic alterations to the classic gameplay formula. Although obviously inspired by the likes of *Metal Gear Solid*, the improved enemy AI isn't quite as sophisticated or prevalent as we'd been led to expect – only occasionally do guards run off to summon help etc. But maybe it's just as well: if it ain't broke, don't fix it. *Tomb Raider III* may essentially be more of the



[Above] In her redecorated bedroom, Lara reveals her brand-new ability to get down on all fours. Ahem.

same apart from a few new bells and whistles, but with gameplay as engrossing as this, perhaps that's no bad thing. It still walks all over pretenders like *ODT*.

This is a worthwhile and highly enjoyable sequel that no self-respecting *Tomb Raider* fan should be without it.



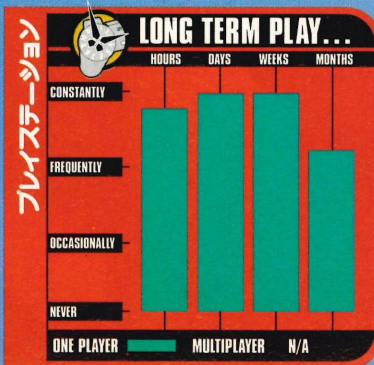
# PLAY

LOOKS ●●●●●●●●  
SOUNDS ●●●●●●●●  
GAMEPLAY ●●●●●●●●  
VALUE ●●●●●●●●  
DIFFERENCE ●●●●●●●●

# 93%

Lara does it for us yet again!

Alternatively:  
**Tomb Raider 2 95%**  
**ODT 91%**

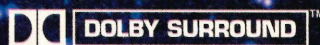
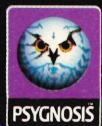




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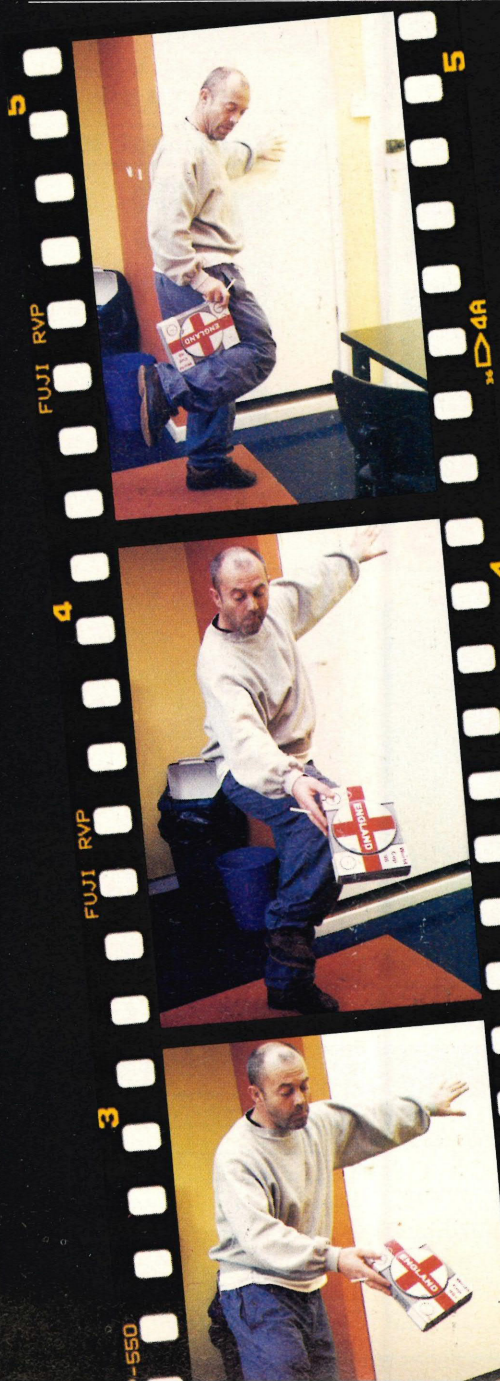
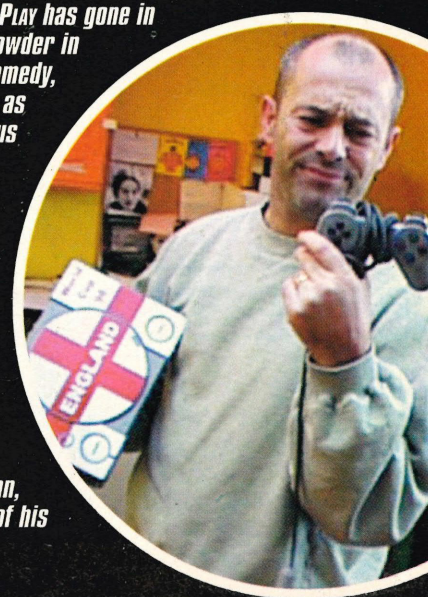
fat

# DOES LES THE FOOTIE

*He's seen it, done it, lived it...  
and survived to tell the tale. We  
probe Fat Les, alias actor Keith  
Allen, about life, loves, hates...  
and video games!*

**F**orget Spice Boy David Beckham, this month *PLAY* has gone in search of the man who put the real curry powder in England's World Cup. Famed for his many comedy, drama and big screen appearances, as well as his equally famous and sometimes outrageous off-screen antics. Our mission was to track down the ever-elusive Mr Keith Allen by whatever means possible (plane, train, boat, car, scooter, etc).

Armed only with a Playstation, two controllers, tape recorder, camera and three of the hottest football games available to aid us. We followed our top-secret co-ordinates and ventured down to the set of minicab comedy *Roger, Roger* where Keith had agreed to meet during the shoot. Calm composed and well spoken, gone was the iridescent growl of Vindaloo or the low life drug dealing snarl of *Trainspotting*. Ladies and gentlemen, Keith Allen, family man, actor, 100% consummate professional and with the release of his second single as Fat Les, *Naughty Christmas*, er...Pop Star!







***“I’m not a pop star; I can’t sing,  
I can’t do any of that s\*\*\*t.”***



PLAY: What was your first experience of playing video games?

Keith: "I never played them when I was younger but the first game I played was Wipeout 2097 with the Prodigy soundtrack, that was brilliant. I actually won that and got the gold!"

PLAY: Could video games ever be the new rock 'n' roll?

Keith: "I think what happens now is that it's not just about the video game any more is it? The object itself now has so many informing parts, such as what band is playing the music and which famous person is providing the commentary. It's not just about the video game it's a whole promotional output, like a movie. So in that respect yes it could be the new rock 'n' roll, definitely."

PLAY: If you were asked to star in a game, what sort of game would it be?

Keith: "Me?. It would have to be Lara Croft's boyfriend!"

PLAY: Ever fancied yourself as Fulham's centre-half in Actua Soccer 3?

Keith: "Well no, because you're at the beck and call of the person playing, but if I were Lara Croft's boyfriend..."

PLAY: Ewan McGregor got a part in the new Star Wars™ film, did you want one, if so as which character?

Keith: "Well I auditioned, I think it was me and Ian Dury, we auditioned to play the voices of one of the robots."

PLAY: An R2-D2 type thing?

Keith: "Yeah that vibe, I would have been one of them, we didn't get the gig though, F\*\*k 'em!"

PLAY: Is there an attraction of big budget movies and starring with people like Ewan McGregor? Is it the fame and fortune or just the parties?

Keith: "Personally I've never been in a big budget movie so I wouldn't know. But as an artist it's the quality of work, you know, and I don't go to parties, as you well know (heh heh heh!)."

PLAY: You had a big party when the England V Romania game was on. What are you planning to do this time?

Keith: "In Birmingham they have banned the use of the word 'Christmas', it is now going to be referred to as 'Winterville'. So about 20 of us are going up there to sing *Naughty Christmas* on the steps of their town hall. That'll be quite a big event."

PLAY: You have once been described as a 'force of chaos' and a 'Tasmanian devil', does this relate to your fiendish goblin creature in the new video?

Keith: "Not really. The goblin, funnily enough, isn't really that fiendish. I think he's kind of another spirit of Christmas, a bit cheeky, a bit naughty, the key word here is 'naughty' and it's always naughty at office parties!"

PLAY: You've got a fair amount of competition in terms of 'Christmas number one' (Spice Girls, Five, Steps, B\*wiched) what do you think of them. do you really think you can hijack Christmas?

Keith: "I have to say we're not after the Christmas number one. I think *Naughty Christmas* will be a massive hit and I think that if we were serious about getting the number one we would release it the same day as the Spice Girls, which would be December 14th, but we're releasing ours November 30th. The reason we are going early is so people can buy it for office parties. That's what it's for."

PLAY: So are you going to have a *Naughty Christmas* office party?

Keith: "Well, Turtleneck is going to have an office party that will last for four days, in a winnabago, ending up in Amsterdam. Friday through 'til Tuesday. So yeah, that's our office party."

PLAY: "Why is your record company called 'Turtleneck'? How did it come about and what's it like working with Damien Hirst (controversial trendy artist)?

Keith: "It's called Turtleneck because Damien called it Turtleneck, I don't know why. Working with Damien is great, we've worked on quite a few things over the last four years. I

## "We're doing a Fat Les video next year about domestic violence..."

often pop down there and make Spin painting (which takes all of seven minutes!). He's one of the great celebrators of life is our Damien, very funny, very smart, a brilliant artist and my best mate!"

PLAY: Do you see yourself as a film star, pop star, or just an ordinary bloke with a wife and kids?

Keith: "I'm an ordinary star! No, none of those things. I'm an actor and a pop star... which is kind of hilarious."

PLAY: What did the people close to you say when you turned round and said: "Right I'm 45-years-old, and I'm going to be a pop star?"

Keith: "You're f\*\*\*ing mad! No they didn't actually say that. We invented it together Alex James (bass player from Blur) and me. I'm not a pop star, I can't sing, I can't do any of that s\*\*t. Fat Les isn't just me, it's a collective. It just so happens that I've fronted the last two tunes, but I'm sure it'll take another direction when it needs to. So in terms of being a pop star, I just think it's hilarious that a 45-year-old bloke can be on *Top Of The Pops* and not be an Opera singer."

PLAY: So you've got the record label,

production company, sold loads of records, been in stacks of comedies and some bloody good films, do you ever sit back and think: "Am I just amazing... or what?"

Keith: [laughs] "These are very forward questions! Well if these women weren't here I'd say yes-of-course, I always do. No you never stop working, never. We're going to do a Fat Les feature film next year."

PLAY: What's it about?

Keith: "Domestic violence."

PLAY: It seems that you're gradually covering all the media angles, ever thought of branching into the computer game industry - you and Damien designing a Fat Les game where you beat up ginger tossers perhaps?

Keith: "If somebody else would do it, but I wouldn't have the patience. It must take a hell of a long time when you take into account all the artists, and just to feed in all the information, it's astonishing."

PLAY: So what's the story with you and the ginger one [Chris Evans, the two of them notoriously fell-out]?

Keith: "I don't like the man at all. I did his show, *TFI Friday*, and he is just ignorant. So I suggested he had his tongue wedged up Peter O Toole's arse on the previous week's show,



"Let me entertain you!" - Keith on stage.





# "The first game I played was *Wipeout 2097* with the Prodigy. It was brilliant"

and we just kind of fell out from there."

PLAY: What's with the video for the single? Are stars practically queuing up to get in with you? And have you drawn-up a short list for the next single?

Keith: "People are desperate to get in it - it's true actually, but with Fat Les you don't actually need famous faces to fill it. In fact the people you see in the video like Paul Kay, Matt Lucas, Richie Donner, and myself will all be in the feature film, Sarah Stockbridge, Lisa Morish, basically all my friends just having a laugh. That's what it's all about!"

PLAY: After over 20 years in showbiz, do you have any regrets, is there anything you would have done differently?

Keith: "No, absolutely not. I can honestly say not at all."

PLAY: Do you enjoy playing the media game?

Keith: "Oh yes I love it, it's just good fun. It's like a massive Playstation!"

PLAY: You said in the papers recently that you wanted to sue Glenn Hoddle for lost earnings because of England's early exit from the world cup. What's that all about?

Keith: "The story is that we sought legal advice and are preparing to sue Glenn Hoddle for loss of earnings if we don't qualify for Euro 2000. Because Fat Les are essentially a football-based band and one of the reasons why we brought out this record is to earn a few bob in case we don't qualify for Euro 2000."

PLAY: Are you figuring that Father Christmas delivering will be a safer bet?

Keith: Well at the moment he is yes, or if you're

in Birmingham Father Winerville. It's ludicrous, they're f\*\*\*ing idiots!"

PLAY: How long did you spend on the lyrics of *Naughty Christmas*, given it was stated that you wrote *World In Motion* in just an afternoon?

Keith: "It was an hour. Afternoon? Good-gosh I could have done an album. This one took longer funnily enough because it's a much cleverer tune."

PLAY: "What do you see yourself doing in the next ten years, and what aspirations do you have?"

Keith: "Directing films, definitely."

PLAY: Possibly branching into bigger budgets?

Keith: "If it's a decent story I don't mind at all. The trouble is, with the majority of these big budget films it's all about special effects."

PLAY: What was the last industry bash you went to, and did you enjoy it?

Keith: "I went to the Q Awards, that was pretty good, but the one I had most fun at was the Kerrang awards, it was hilarious."

PLAY: What was the last record you bought?

Keith: "I have just bought some weird Indian thing in LA. It's all drums, called Moon-foot or something."

PLAY: What do you think of the current state of the UK music scene?

Keith: "It's in decline, without a shadow of a doubt, they're running scared because of the power of the Internet in terms of sales and publishing. As for the scene itself, all you have to do is look at the top ten, it's not that exciting... but when was it ever that exciting?"

PLAY: What was the last film you saw?

Keith: "I went to see Happiness in LA. It's got no big stars in it, but you'll be hearing a lot about it, believe me."

PLAY: If you had a chat show, who would you interview and which bands would you have playing live?



People are strange! Scenes from the video for Fat Les's *Naughty Christmas (Goblin In The Office)*.



**FILMS YOU MAY HAVE SEEN HIM IN...**  
Twin Town (1997)  
Trainspotting (1996)  
Blue Juice (1995)  
Loch Ness (1995)  
Shallow Grave (1994)

**SONGS HE'S DONE...**  
Vindaloo (1998) - As Fat Les  
England's Irie (1996) - With Black Grape  
World In Motion (1990) - With New Order

Keith: "I did have a chat show once! Well I wouldn't have the Prodigy on because they can't play live. I love UB40 and quite like Radiohead."

PLAY: Finally where will you be when the year 2000 rolls in?

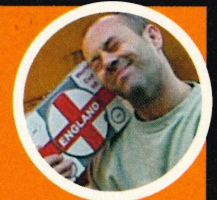
Keith: "I know exactly where I wanna be. It'll be on a boat just off Northern Spain. That's where I'm having my Christmas party."

*Naughty Christmas (Goblin In The Office)*

by Fat Les is out now on Turtleneck Records.



## WE'RE GONNA SCORE ONE MORE THAN YOU!



Seeing as Fat Les is essentially a football band, and Fulham-fan Keith is one of the biggest soccer-nuts we know, we thought it would be a laugh to get some thoughts from the man on the latest wave of PlayStation football games. Here's what he said...

### FIFA '99

Publisher: EA  
Play review score: 91%



### KEITH'S QUOTES WHILST PLAYING:

"The music's brilliant!"  
"I like this!"  
"Very gladiatorial."  
"I wonder how much the commentators get paid?"

### OPENING SEQUENCE:

"It was great!"

### SOUND & COMMENTARY:

"The commentary was superb because they kept throwing it over to each other. Alan Hansen to Des, to Davis. It was all very good!"

### GRAPHICS:

"They looked excellent, but not quite as good as Actua Soccer 3."

### GENERAL COMMENT:

"Just excellent."

**KEITH'S SCORE: 81%**

### Actua Soccer 3

Publisher: Gremlin  
Play score: 92%



### KEITH'S QUOTES WHILST PLAYING:

"Oh, that's clever!"  
"Spurs Lane? If they've gone to all the trouble of getting 400

teams and thousands of correct names, why?"

"What a ball!"

"Look at this play."

"Where am I?"

### OPENING SEQUENCE

"Very good, it's like a big worldwide stage. And I like the opera!"

### SOUND & COMMENTARY:

"Pretty good."

### GRAPHICS:

"Great, I love all the different camera angles."

### GENERAL COMMENT:

"Excellent. My son's got Euro '96, and this is much better!"

**KEITH'S SCORE: 80%**

### Michael Owen's WLS '99

Publisher: Eidos  
Play score: 93%



### KEITH'S QUOTES WHILST PLAYING:

"This is the World Cup isn't it?"  
"It's crap, rubbish compared to what we've just seen!"  
Graphics are a bag of shite!

### OPENING SEQUENCE

"It's the World Cup. What do I think of Michael's speech? Terrible!"

### SOUND & COMMENTARY:

"Pretty average."

### GRAPHICS:

"Awful!"

### GENERAL COMMENT:

"I mean just the graphics put me off, I wouldn't want to watch them. The colours when the crowd jump up and down, it looks like yellow and brown chips. I thought it was dreadful, quite depressing."

**KEITH'S SCORE: 30%**



# RIDGE RACER TYPE 4

**WE'VE HAD THE BEST SIMULATIONS THIS YEAR WITH GRAN TURISMO AND COLIN McRAE RALLY, BUT THAT LEFT THE BEST ARCADE TITLE UP FOR GRABS. UNTIL NOW.**

It's been four

years, but the series hasn't produced a bad game yet. We are quietly confident that when the latest driving sensation

leaves the Namco garage this December, it will do its predecessors proud. On paper at least, *Ridge Racer Type 4* is already the ultimate arcade racing game as Namco has incorporated every good idea possible into this project. Hopefully by the time you read this we will be tucked up in warmth over the Christmas weeks with a Japanese retail copy of the game they're calling 'R4', thanks to a December release in the Far East! We'll have first-hand tales and opinions about it in the new year, but for now let us focus on the story so far.

## Blueprint

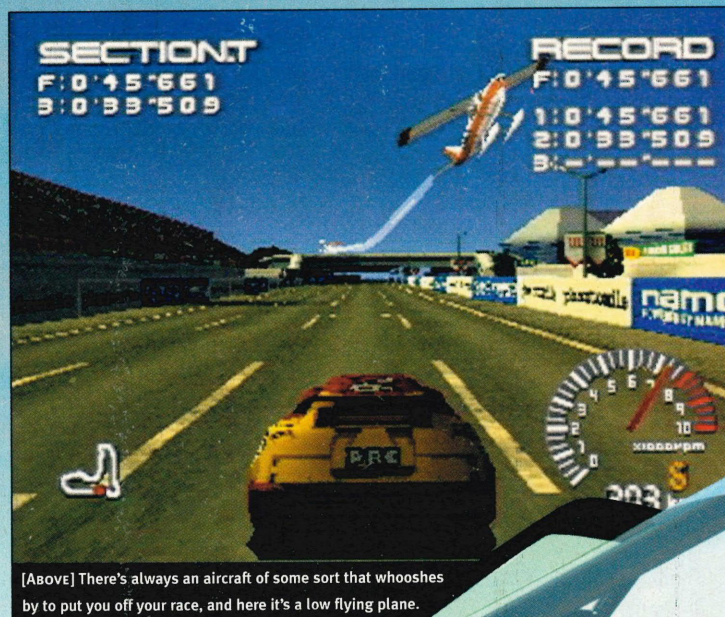
- Publisher: Namco
- Developer: Namco
- % Complete: 100%
- Exp. Release Date: December '98
- Origin: Japan
- No. of Players: 1-4

## SOFTOGRAPHY

Tekken 2 Tekken 3  
Smash Court Tennis  
Ridge Racer  
Ridge Racer Revolution  
Rage Racer Point Blank  
Gun Bari Kionoa

## ARTOO

The latest and greatest piece of information regarding *R4* is that a second disc will be packaged along with the main game disc, containing an incredible suped version of the classic *Ridge*



[ABOVE] There's always an aircraft of some sort that whooshes by to put you off your race, and here it's a low flying plane.

THE  
**BIG**  
GAME

**On paper at least, Ridge Racer Type 4 is already the ultimate arcade racing game...**

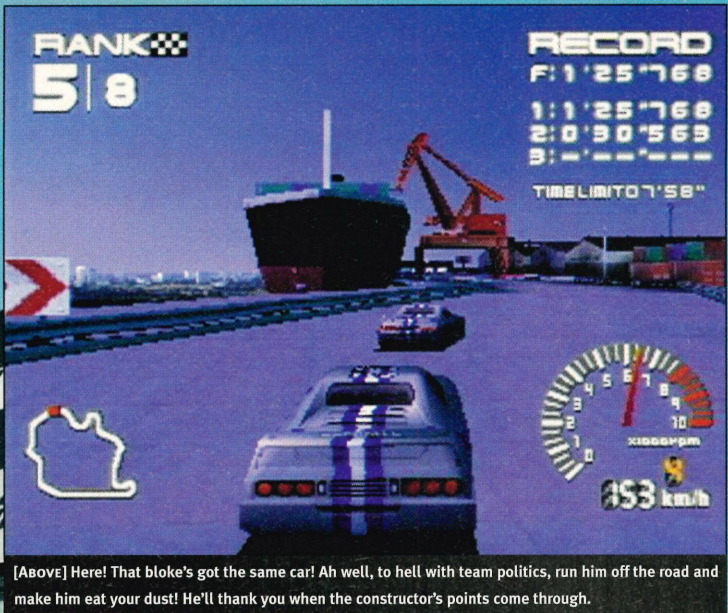
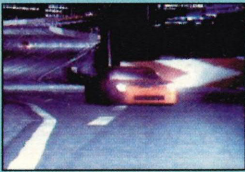


# TYPE 4

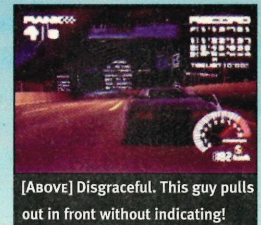
**Racer!** The revised version of the PlayStation's original flagship title runs at an arcade quality 60 frames per second. Even before *Rage Racer* came out, there were intriguing rumours that Namco and Sony were demonstrating their prowess with such powerful software behind the closed doors of private industry meetings, and it now seems the rumours were probably true. The official word is that *R4*'s handling is closer to *Ridge Racer* than any of the other games, so it is fitting that the great bonus disc should be included.

## REVOLUTION!

This will also be the first in the series to allow two players to compete using a traditional split-screen mode, so that those who don't enjoy racing alone can finally find out what's so good about the *Ridge Racer* games. The link-up option, which was missing



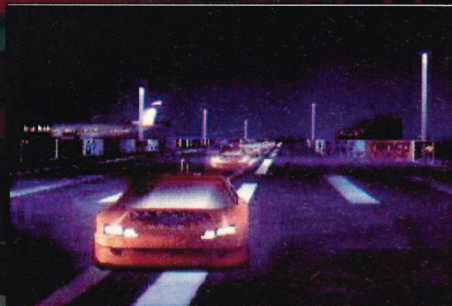
[Above] Here! That bloke's got the same car! Ah well, to hell with team politics, run him off the road and make him eat your dust! He'll thank you when the constructor's points come through.



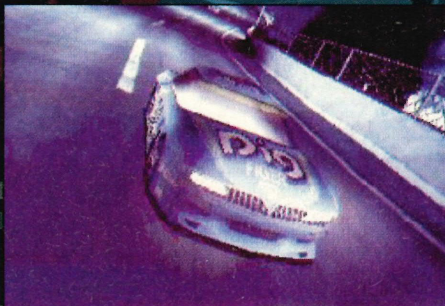
[Above] Disgraceful. This guy pulls out in front without indicating!



[Above] Pitch-black chicanes are easy work for this little runner.



[Above] A trip past the airport should be breathtaking, with trademark planes screaming overhead while you gun the motor.



[Above] Powder blue says more about the man who chooses this colour than the car – it's a monster, with a growl to match.



[Above] The appearance of the game in split-screen is excellent.

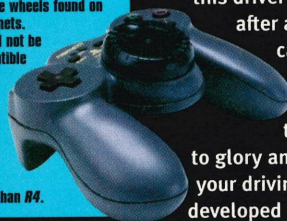


## GET GRIPPED

They made by far the best light gun (the Guncon) and the PlayStation's first analogue controller, the twisty-turny Joystick. Set to coincide with the release of *Ridge Racer Type 4*, Namco will produce the first active force feedback peripheral for the console too, and it's called the Joystick.

The Joystick part in the middle is used like a tiny steering wheel, offering analogue precision, but is also capable of rotating upon command from the PlayStation, meaning it can fight against your turns and give variable amounts of resistance like the wheels found on most arcade cabinets.

The Joystick will not be backwards compatible with Dual Shock games, but can be used as an old digital joystick so you don't need to unplug it every time you play something other than *R4*.



from *Ridge Racer*, used in *Revolution*, then oddly dropped again for *Rage Racer*, is back for *R4* and can be coupled with the split-screen for four players. An equivalent experience would have cost you the sum of four quid per race with networked arcade cabinets!

But even in the seemingly perfect arcade environment, you couldn't embark on anything so time-consuming as the all-new Grand Prix mode, which Namco says "enables you to experience the life of a racing driver."

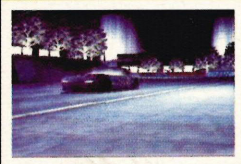
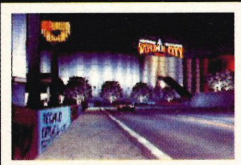
Presumably you don't have to 'experience' doing this driver's taxes or spend weeks in traction after an accident, but as far as his racing career goes, you'll be living it like a regular *Quantum Leap* episode.

Begin with signing to a reputable team like in *F1*, then drive your way to glory and pull in the points! Depending on your driving, you could be awarded a better developed race car after finishing a stage.

## The all-new Grand Prix mode in *R4* enables you to experience the life of a racing driver...



[Above] The improved detail is visible when you tailgate people.



There are over 300 car models to unlock and drive, with a choice of colours too – can you fit them all onto one memory card?

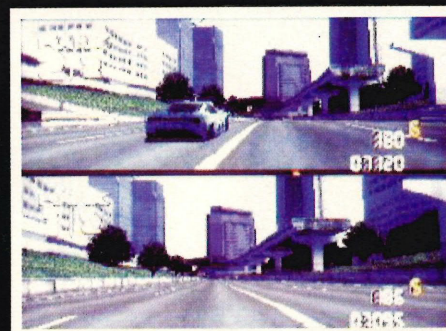
## WATCH YOURSELF!

One thing the *Ridge Racer* games are famous for is having only one track with several variations to race, where new sections become opened as you progress. *R4* breaks the mould with reportedly eight courses to roar round, each with much improved backgrounds and for the first time realistic lighting and shading to give the game an appearance which Namco are describing as a "better than real-life experience."

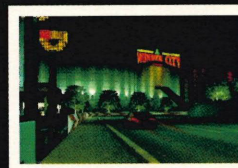
Easily the biggest game of the series, with the unbeatable handling of *Ridge Racer* and an



[Above] The subtle use of dynamic coloured lighting gives *R4* an altogether more life-like palette than its primary coloured predecessors. Not that we didn't like *Revolution* you understand.

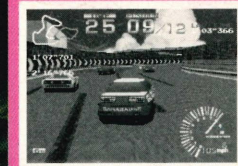


enormous version of *Rage Racer's* Grand Prix mode, the whole thing really should be a "better than real-life experience!" No word yet on the inclusion of the expected Devil and Angel cars with their paranormal road capabilities, but we'll let you know what we uncover in the import version next month.



## RESURRECTION

For some it's their country's national anthem, for others it's war memorial events, and for some it's even Bill Pullman's speech in *Independence Day*. But the thing that gets all early adopters of the PlayStation standing to attention with a lump in their throat and a misty-eyed salute, is *Ridge Racer*. The thought of having such an outstanding arcade game in your house was what sold a million PlayStations and started this whole thing off. Exactly four years from the original Japanese launch, a remastered 60 frames-per-second and quite possibly high resolution version of the glorious game will be given away with its descendant, *Ridge Racer Type 4*. We honestly can't wait!





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Enable Extra Costumes  
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365dd112 5955

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Infinite Health Player 2  
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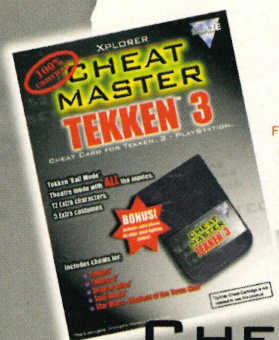
### Duke Nukem: Time to Kill

Infinite Energy  
8661C55E9F7A

Infinite Armour  
8661C5649F7A

JetPack  
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JetPack Energy  
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# GEX: DEEP COVER GECKO

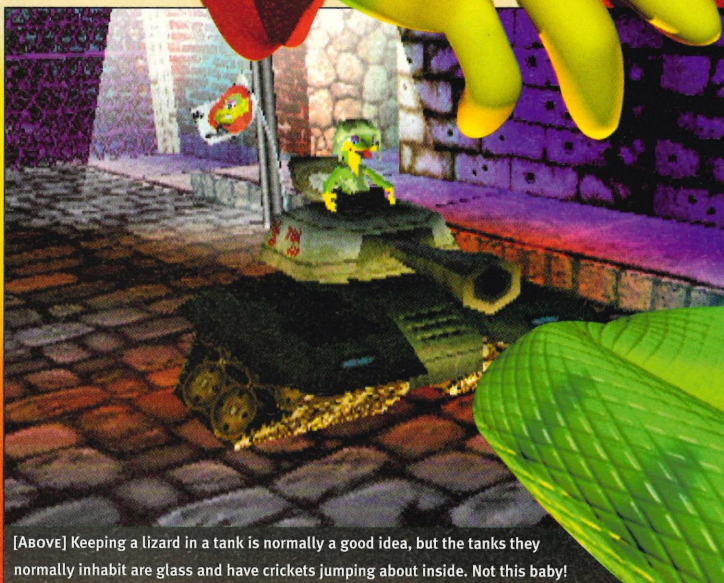
**THE WISE-CRACKING, STICKY-FOOTED, HERO FROM THE DESERT IS MAKING ANOTHER APPEARANCE ON THE PLAYSTATION... AND THE CROWD GOES WILD!**

## Blueprint

- Publisher: Eidos
- Developer: Crystal Dynamics
- % Complete: 85%
- Exp. Release Date: April '99
- Origin: UK
- No. of Players: 1-4

## SOFTOGRAPHY

**GEX: ENTER THE GECKO  
SOUL REAVER  
THE UNHOLY WAR  
AKUJI THE HEARTLESS**

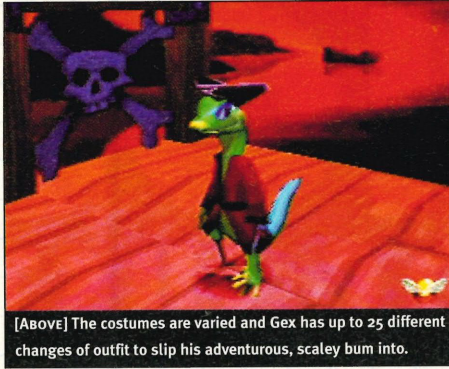
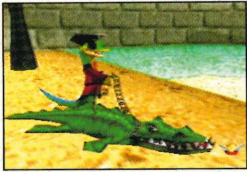


[Above] Keeping a lizard in a tank is normally a good idea, but the tanks they normally inhabit are glass and have crickets jumping about inside. Not this baby!



[Above] The enemies will be larger and more aggressive than ever before making *Deep Cover Gecko* best of the bunch.





[ABOVE] The costumes are varied and Gex has up to 25 different changes of outfit to slip his adventurous, scaly bum into.



[ABOVE] El Gex takes on the wild west and jokes about in it.



[ABOVE] What does he look like? Hardly a scary lizard is he?



There was once a software company that was having a few problems. The past couple of years had been difficult and slowly it began to sink amongst the vast competition that overwhelmed it. It kept its cool, huddled under a spotlight and if you strained your ears carefully enough you could hear the cogs grinding desperately inside its collective mind.

"I know!" shouted someone quite unexpectedly, "What about a game starring a sarcastic snake called Snex who goes around saving the world?"

"No, no", said another, "What about a manic depressive tortoise called Ferdinand?"

The conversation carried on deep into the early hours, caffeine surged through everyone's veins and as the cock crowed and the sun rose slowly a new hero was born. Gex. The Gecko. Who did impressions.

From those early desperate days with the birth of its skin-shedding saviour, Crystal Dynamics has continued to produce quality games, and for its latest outing it is returning to its hero, promising his latest adventure as his very best yet.

## LEAPING LIZARDS!

Gex: *Deep Cover Gecko* sees Gex up against his arch-enemy Rez who has kidnapped secret-agent Xtra and imprisoned her. Gex must then travel the globe in search of her whilst she tries to communicate with him via her government issue video watch. Xtra is voiced by *Baywatch*'s Marlice Andrada so hopefully the video watch will be widescreen.

The new aspects of Gex are awesome and include brand new character mechanics that will allow him to scubadive, snowboard and even drive army tanks. The camera will also allow for a far simplified view of the game making every angle the best for that particular



[ABOVE] New character mechanics will allow Gex to ride all number of vehicles, including this daft looking camel!



[ABOVE] Gex takes a dip in one of the spa baths and soaks away the stresses and strains of fighting hoards of nasties during the day. He doesn't take his clothes off, but hey, when in Rome!

moment. We are promised that everything has been started from scratch with all new graphics from last time round. The lands Gex travels through will be distinctly original and include a fairy-tale world filled with evil characters, a 'Saving Private Gex' scene and even a North Pole where Santa's evil brother Satan has taken control. Amusing, no?

## STAND UP COMEDY

A Gex game wouldn't be a Gex game without his repertoire of gags and celebrity impressions so this game has them crammed to bursting point. There will be over 1000 of them, so prepare to laugh yourself silly. Or not as the case may be. Gex is also known for his costumes and has another 25 to jump into.

**There will be over 1000 gags in *Deep Cover* so prepare to laugh yourselves silly**

Sherlock Gex, Little Red Robin Gex and Long John Gex are just a few. Don't think the fun ends there though because *Deep Cover Gecko* has bonus rounds coming out of its ears, every one loaded with a unique mini-game to send him into a spin.

Franchises can sometimes push things too far and offer nothing but regurgitated pap but this loveable lizard keeps getting better. Bring it on, and do it quickly!



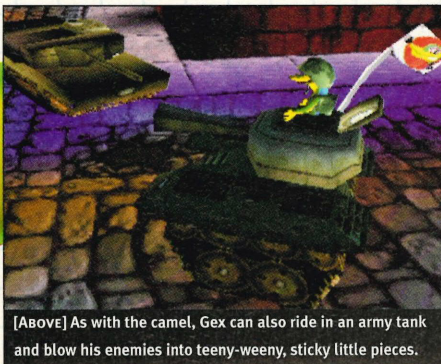
[ABOVE] Special karate kicks ensure Gex gets ahead of things.



[ABOVE] The ever-changing environments are included.



[ABOVE] Sir Gex to the rescue! Hardly comforting is it?



[ABOVE] As with the camel, Gex can also ride in an army tank and blow his enemies into teeny-weeny, sticky little pieces.



# G-POLICE 2

## WEAPONS OF JUSTICE

**MORE DAMAGING THAN A LEAD-FILLED NIGHT-STICK, THE SEQUEL TO PSYGIE'S G-POLICE IS LOOKING MONSTROUSLY ADDICTIVE, MAGNIFICENT, MIGHTY AND OTHER LONG WORDS BEGINNING WITH 'M'.**

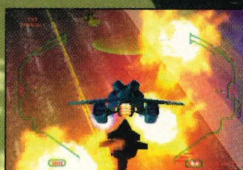
You'd think that

the all-new series of 'Police, Camera, Action' was a good enough deterrent for most

people, but with road rage and joy-riding enjoying a prolonged spell at the top of the most popular crimes roster, there are still eager young rookies queuing up to join the boys in blue. Perhaps it's the surging adrenaline rush or the fact that you get to turn on a noisy siren with flashing lights? Psygnosis would plump for the former and the Chester-based developer is preparing to bombard us a veritable feast of visual delights coupled with the same heart-stopping excitement in the sequel to last year's criminally playable *G-Police*.

### Blueprint

- Publisher: Psygnosis
- Developer: In House
- % Complete: 75%
- Exp. Release Date: May '98
- Origin: UK
- No. of Players: 1



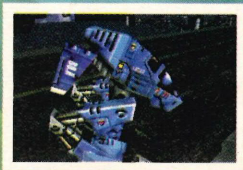
[Above] Expect another visual feast of the 'explosiony' variety.



[Above] Real-time lighting illuminates the busy city-scapes.



[Above] The car lets you pursue felons through the streets.



### NICKED

Sometimes, there really is no justice in life, otherwise *G-Police* would have been a roaring high street success. It was almost universally praised by cynical old gaming hacks countrywide. Stuart Wheeler, lead game designer is baffled:

"How many other games let you have complete freedom to fly around living, breathing 3-D cities, and against AI enemies that fly around those skyscrapers convincingly? - Um, none."

A fair point and although players had to wrestle with the controls, once mastered it really was a joy to play with an incredible feeling of being amongst a towering metropolis. *G-Police 2: Weapons Of Justice* (a name on par with 'Star Wars Episode 1: The Phantom Menace' in the



[Above] Wait until you test the firepower of this gorgeous piece of hardware. The Venom kick major ass and flies very rapidly.

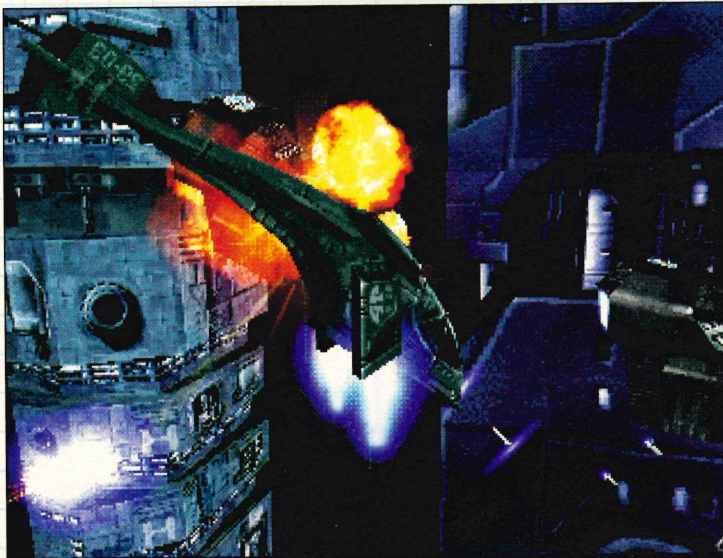
tacky stakes) returns you together with a troop of capable airborne wingmen, to the Ridley Scott-inspired dystopian domed cities of Callisto. Only for the sequel, every dome and building has been given a total facelift.

"All 16 are bigger and there is a much more coherent art style, really beautiful stuff, with each dome having its own distinct look."

Judge for yourselves, the screenshots are prettier than Uma Thurman on a particularly pretty day and vary from Mining and Industrial to City and Landscape. This is a far cry from the hideous, pixellating blocks of grey gunk that appeared out of the fog in *G-Police* and will







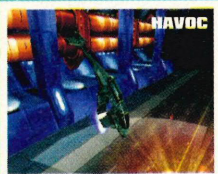
[Above] This could be a scene from *Bladerunner*. Every one of the 16 massive levels has a unique theme. Fans of the original will revel in the stunning level of detail lavished upon the architecture.

## SOFTOGRAPHY

G-POLICE

## GET CRAFTY

*G-Police 2* is gonna be great, but most noticeably for the inclusion of the new rides. Buckle up for a feast of turbo charged anarchy.



**HAVOC** AGILE, HEAVILY ARMED VECTOR GUNSHIP FROM G-POLICE.



**VENOM** NEW REPLACEMENT FOR THE HAVOC. FASTER, MORE FIRE POWER.



**RAPTOR** ALL-TERRAIN MECH GROUND VEHICLE, WITH LIMITED AERIAL ABILITIES.



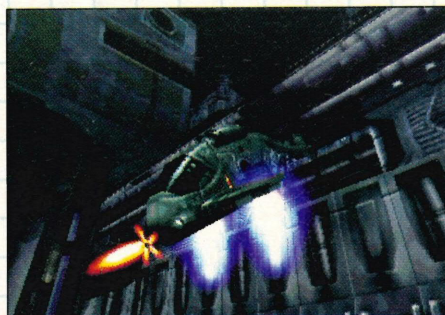
**CAR** CLASSIFIED - YOU HAVE TO EARN THIS PUPPY.  
**COBSAIR** TOTALLY CLASSIFIED - WE'VE NOT EVEN SEEN IT!

undoubtedly add to the feeling of total immersion for the sequel. Stuart continues:

"They are far more spectacular, bristling with illuminated landing pads, searchlights etc. Furthermore, in *WO* there are long networks of real tunnels that you have to navigate, adding some pretty nifty tunnel warfare to the gameplay."

## BANGED UP

The plot picks up after the manic events of the first one. The War is over and the G-Police now have control. But somewhat predictably, civil unrest rears up again, manifesting itself in a rising number of crime syndicates. Unfortunately this means that you've been commissioned to use more hardware than last time with which to



[Above] There are approximately 25 new weapons to main and slaughter the endless supply of baddies with (and civilians).



[Above] Huge land and airborne craft lumber by in dramatic style, only this time the level of detail has been vastly improved



[Above] Controlling each of the five craft has been made easier. Will this annoy veterans of the first game or simply make the game even more enjoyable to play? We'll have to wait and see.

dispense justice - 25 nasty, futuristic forms of carnage. Hot dawg!

"The underlying intent behind *GP2*, was to create a sequel that didn't feel like a mission disk. The idea was to expand the *G-Police* world as much as possible."

To coincide with the general augmentation and range of the playing area, four new craft have been designed. Instead of conceiving for the sake



[Above] The original Havoc Gunship looks infinitely superior.

## The intent with *G-Police 2* was to create a sequel that didn't feel like a mission disk...

of it, each of the five vehicles make use of the space around them. For example, the car (a cheat from the original) is now a stand alone means of transport and the Raptor provides a suitably diverse flight model.

"The contrast between a planet based shoot-'em-up and the complete freedom of space should compliment well."

A key consideration with all these new vehicles is that they all share the same intuitive control method, so when you've mastered one you can fly the lot. Additionally, the flying technique has been made instantly accessible, negating the need for those tawdry training missions.

There's still no fixed date for the release (somewhere between March and May) of *GP2*, but on current evidence, Psygnosis have got some arresting gameplay...



[Above] There's aerial chaos aplenty, and it all looks fantastic.



[Above] Expect a fully controllable camera system to ensure that you view the action from virtually any angle. Damned right!





# ROLLCAGE

**DRIVE FAST, THINK QUICK, DON'T WORRY ABOUT FLIPPING OVER OR SMASHING INTO BUILDING IN PSYGNOSIS' 360-DEGREES NO-RULES RACING. THIS SOUNDS LIKE OUR KIND OF GAME.**

## Roll over Beethoven!

You want cars with tyres so grippy they could

### Blueprint

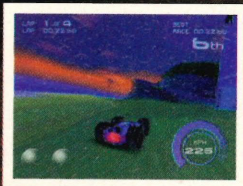
- Publisher: **Psygnosis**
- Developer: **ATD**
- % Complete: **85%**
- Exp. Release Date: **April '99**
- Origin: **UK**
- No. of Players: **1-2**

### SOFTOGRAPHY

Nightshift (PC, Amiga, Atari ST, Spectrum)  
Indiana Jones & The Fate Of Atlantis  
(PC, Amiga, Atari ST)  
Battlemorph (Atari Jaguar)  
Blue Lightning (Atari Jaguar)  
Blast Chamber (PlayStation, Saturn, PC)  
Gabrielle: The Dark Angel  
(PlayStation, PC - July '99)  
The Official Sydney Olympic Games  
(PlayStation, PC, N64 - TBA)



[ABOVE] All of the action goes by in a multi-coloured blur.



[ABOVE] Vibrant colours explode onto the screen. Hmm, very nice.

been sponsored by Superglue? Or how about insanely quick, big-wheeled racers with low-slung suspension and high G-forces enabling them to hug tunnel walls and ceilings. Do you want something more robust, a sporty model that's made to last? Ohhh! Suits you sir. Step inside and see our full range of indestructible cars. Do you have a lady friend sir? Does she go like the clappers? Like one of our latest models that flips upside down and just keeps wanting more...?

## CAPTAIN SCARLET

Enter *Rollcage* from Warwickshire-based ATD (Attention To Detail) the latest in a long line of releases that span nearly a decade. Other noted successes include the seminal *Indiana Jones and the Fate of Atlantis* for PC and Amiga and *Blast Chamber*, a multiplayer shoot-'em-up released to great critical acclaim two years ago on PlayStation.

With so many incredible racers currently on the circuit, you've got to be a brave developer to stake your claim. Clever then that Psygnosis, never shy when it comes to taking a genre by the scruff of the neck and giving it a good shake, is applying the sheen to *Rollcage*.

What's the game all about? Stuart Tilley, Internal producer explained: "It's about 360 degree no rules non-



[ABOVE] Special two-player arenas will really get the pulse racing and then some.



[ABOVE] I've got my chunky tyres, low-slung chassis, ability to flip over without slowing, smash into buildings and fire masses of weapons... and that's all I need. It's kerrazy action from the word go.

stop racing. The idea is to drive incredibly fast in an explosive race where the cars are totally indestructible."

Not every racing game punishes you for bashing into the scenery (and other cars) but *Rollcage* positively encourages violent behaviour behind the wheel. If you crash and spin through the air, it's no big deal, you merely get the motor back on track an open up the throttle again,







[Above] Try and find the four Deathmatch arenas hidden within the game. Special tracks have been designed to cater specifically for two-player encounters. Everything runs at 30 frames-per-second too.



even if you land upside down! Smokin'. Each driver drives a car from a different country. There are six in total from Italy, Germany, USA, Japan (two) and one from good old Blighty. In time honoured fashion, cars handle uniquely depending on who you pick based upon acceleration, speed, grip and strength. The inspiration for *Rollcage* comes from aspiring to create a game that keeps the player in the thick of the action for every second of the game.

## ON A ROLL

Stephen Bennet (lead programmer) had a vision of four wheeled *Armageddon* and wondered "What would happen if a huge indestructible car crashed into the side of a building?" Putting carefully aside any comparisons with *Wipeout* (they're both futuristic Action/Racers after all), the chaps at ATD claim that all the player needs to do is grasp an controller to realise how unique the gameplay is. Stephen enthuses:

"We put a lot of work into the game to make sure it delivers a different



[Above] Much of the scenery is going to be destructible – Huzzah! You can even drive off-road, without being constrained by those evil invisible boundaries that curse every other racing game. Huzzah again!

experience to *Wipeout*." Only time will tell, but what we do know is cars can deviate from the main track onto surrounding terrain and this coupled with the 'realistic mechanics' of the cars – they flip over and just keep on trucking – makes *Rollcage* pretty unique.

What aspects of the game are the team most proud of? Stephen ponders: "It's hard to pick just one as there's the beautiful and completely



[Above] Each car is indestructible! They won't even dent. Cor blimey!

## *Rollcage* could be the fastest, most explosive and outrageous game on wheels

original power-ups (eight in total: SpeedUP, Shield, Wormhole, TimeWarp, DrillerMissile, LockOnMissile, LeaderMissile and IceSheet) or the awesome 3-D engine – or maybe even the building destruction."

When forced into a corner and held at gunpoint, nearly everybody agrees that it's the car handling that impresses above all else. "*Rollcage* contains the most accurate physics model ever created for a videogame." All the action spans along at a constant 30 frames-per-second, some tracks have been specifically designed for the two-player mode and for those who look carefully, there are four deathmatch arenas hidden within the game.

So without revving the pedal of anticipation too maniacally, *Rollcage* could be one of the most accessible and challenging racing experiences for quite some time. Don't miss out on the full preview next month.



[Above] Stay on target, stay on target! Big juicy 'bangy' weapons.



[Above] Cars use extreme G to stick to tunnel walls and ceilings.



review **crash 3: warped**

PLAY magazine Issue 43 1998

# CRASH 3: WARPED

**THE ULTIMATE BEASTIE BOY IS BACK IN THE HOUSE AND READY TO MOONWALK ALL OVER THE ASS OF ANY UNSCRUPULOUS FOES STUPID ENOUGH TO GATECRASH HIS PARTY!**

**PLAY** information



Publisher: Sony  
Customer support:  
0171 505505  
Price: £39.99  
Release date: Out now

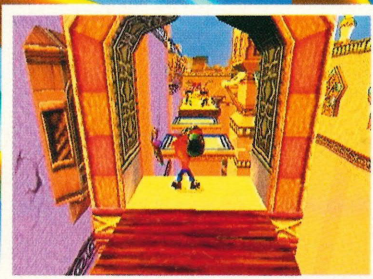


ONE PLAYER DUAL ANALOGUE



MEMORY CARD

Written By RYAN BUTT



**PLAY**  
**CLASSIC**

PAGE NUMBER





[Above] These knights are bad news... if they start grunting when you're near them, the chances are that they'll whip out their sword and slap you across the face with it!

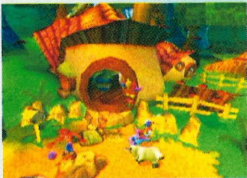
## Voodoo magic

man! After failing on two previous counts to smash the dreaded Dr Neo Cortex,

Crash is back and meddling with things that he doesn't understand (namely sinister voodoo powers) surely Cortex's days are numbered... or maybe he'll live to hatch another wildly extravagant and far-fetched scheme.

As you know, we've been monitoring this game for quite some time now, but with good reason - Crash Bandicoot is the PlayStation's biggest platform icon after all! We were big fans of the last two games... obsessive fans in fact. We couldn't rest until absolutely every gem and crystal had been snatched from Cortex's grasp - but every time we were disappointed to the point of tears by the limp-wristed endings that rewarded all our hard effort. Things had better be more rewarding this time or there'll be big trouble. Which is why we decided to test this game like no other and complete all 100% of it... or rather 105% to be precise (don't you just hate it when games do that?)

The plot of *Crash 3* is as thin and predictable as you would expect. Dr Cortex's boss, Uka Uka (who just so happens to be the evil twin brother of Aku Aku -



## NOT TO BE CONFUSED WITH CRASH

If you fancy renting *Crash Bandicoot 3: Warped* from the video shop, please specify to your mum that it is...

### CRASH THE GAME



Third instalment of platform-related tom-foolery featuring a loveable, cuddly critter who likes to smash boxes and gather crystals. And not...

### CRASH THE MOVIE



Jazzed-up pornography featuring a twisted individual who likes to smash cars for sexual kicks and gather erotic experiences. Got that!



[Above] Dingodile always had a keen interest in assaulting small penguins... but little did he know that the bandicoot would arrive to thwart his plans! [INSET] Cortex is back and seething with hate. Stop him, stop him now!



[Above] N. Gin's level is one of the more impressive boss encounters. You'll need to shoot his suit...



[Above] ...to vanquish him completely. It may be high-tech, but after so much punishment it'll go 'bang!'

## "Crash is the PSX's biggest platform icon!"

that strange mask that protects Crash from enemy attacks) has escaped from prison and combined forces with Cortex. The two rope in Dr N. Tropy to construct a time

machine, and with this they plan to travel back through the space/time continuum and snatch all of the crystals and gems that they somehow need to take over the world... okay. So just when the furry sibling duo of Crash and sister Coco were looking forward to a nice relaxing break, they've once again got to stop the evil onslaught, seize back



[Above] "Can you tell me the way to the bureau de change, mate?" The club-wielding giants are one of the game's more sinister villains. [INSET] Laser beams block Crash's escape from the futuristic world.



## LOOK, JUST DIE WILL YOU?

Dr Neo Cortex is perhaps one of the most tenacious villains in video game history... he just refuses to roll over and die (as much as we wish him so). Here are some other classic examples of bad guys that simply refuse to kick the bucket:

### FREDDY KRUEGER

The pizza-faced invader of dreams has miraculously survived eight films and a crappy TV series... that's perseverance!

### JASON VOORHEES

The hockey-masked slayer of unhappy campers survived through six films and a crappy TV series... and still he comes!

### MICHAEL MYERS

The William Shatner-masked slayer of randy teenagers survived through six films (not counting Wayne's World - huh huh!)... and he still he lives, probably!

### GLENN CLOSE

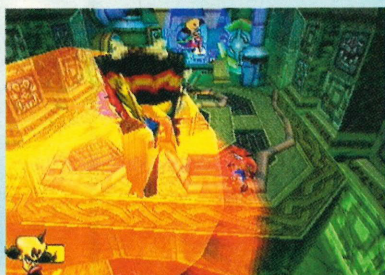
She played Alex Forrest who sh... ed Michael Douglas senseless and then tried to kill him in *Fatal Attraction*. She didn't die easily though!

### T-1000

This was the cyborg in T2 who tried to kill John Connor (we wished it had succeeded!) It just kept coming back for more!

### WILE E COVOTE

If ever there was a beast that refused to pup its clogs, then it was this guy. Despite endless attempts to stop the Road Runner, it always ended up knackered and hungry!



[ABOVE] The proverbial excrement hits the fan when Crash finally does battle with the dreaded Dr Cortex!



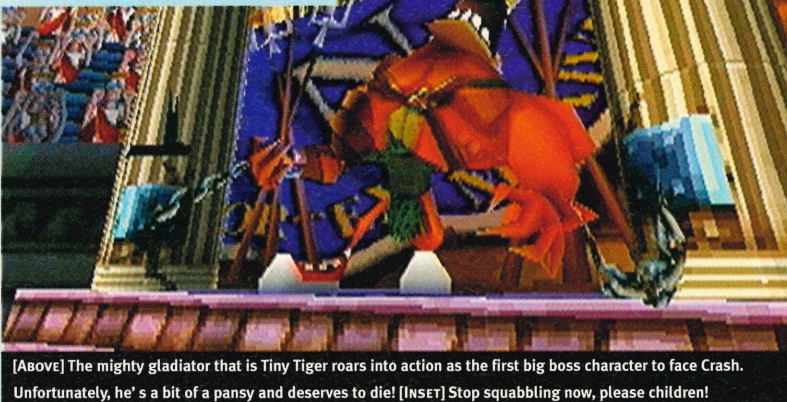
[ABOVE] "Oh woe is me... I may be bad, but at least I know when it's time to kill me off. End it, end it now!"

the crystals and gems and hopefully destroy the annoying beardy doctor once and for all.

## VERY NAUGHTY (A-HA-HA-HA!)

*Crash 3* is allegedly going to be the last game in the series to be developed by Naughty Dog, Crash's creator, and on first impressions, the California-based developer has stopped at nothing to ensure that this is his biggest and best adventure yet. You only have to look at it to see that the high-res bandicoot has never looked so good.

The action starts in the familiar warp room scenario. From here you can visit five levels, then if you complete them and defeat the boss of that



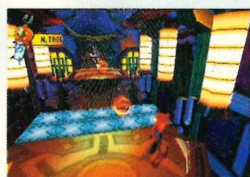
[ABOVE] The mighty gladiator that is Tiny Tiger roars into action as the first big boss character to face Crash. Unfortunately, he's a bit of a pansy and deserves to die! [INSERT] Stop squabbling now, please children!

particular world, another five levels open up, and so on... until eventually a secret warp room needs to be visited to clear-up the adventure and send Cortex and co off to meet their maker.

As the title would suggest, the game's main topic is time travel, and the worlds in which Crash moves tend to take on particular themes: Medieval England, the Jurassic era, futuristic, World War I, pirate seas, and Fifties America. Each world has a scattering of different levels from different time periods, and they each follow a set format. The Medieval England levels are always scrolling into the screen, the Jurassic ones feature dinosaur chases, side-scrolling and front-scrolling mayhem. The pirate levels always feature Coco on a jet-ski in a remarkable free-roaming water chase that rivals anything seen in the N64

## "There's much to see and do in *Crash 3*..."

game, *Diddy Kong Racing*, and the World War I levels are set in the air as Crash and Coco pilot a biplane deep behind enemy lines, both of these concepts are totally new to Crash, and they do well to break down the monotony of endless run and jump action. The last time zone, Fifties America features Crash on a motorbike racing against greased-up Fonzie look-alikes in cars - great fun as it happens, but it can get a wee bit boring after the third racing level.



[ABOVE] Many of the levels in this latest game feature brand new 3-D graphical styles...



[ABOVE] He may be twice as tall as Crash, but Tiny Tiger is one of the easier bosses to beat. When he stops jumping though, watch out as he unleashes his lion chums!



## THE ALL-NEW CRASH BANDICOOT SHOW!

Like we said, there are a whole host of new levels in *Crash 3* to get stuck into. Here's a brief run-down of the new treats on offer...

### SWIMMING



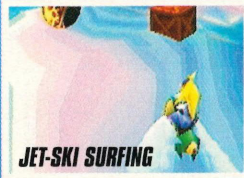
Crash dances with fish as the action slows down considerably for some underwater exploration. Enemies include sharks, mines, pufferfish and whirlpools.  
Good point: You do get to command a jet-sub and blow away sharks with torpedoes.  
Bad point: Being underwater, the action is just sooooo sloooooowwwwww!

### MOTORBIKE RACING



Crash straddles a throbbing motorbike to do battle with a convoy of quiffed fonzies in cars. Enemies include the boy racers we just mentioned, and later some UFOs.  
Good point: Being able to race and do jumps and powerslide and stuff.  
Bad point: The bike doesn't go any where near fast enough for our liking.

### JET-SKI SURFING

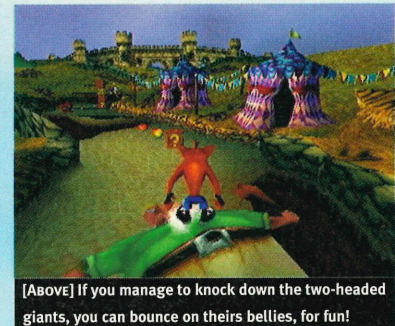


Coco jumps onto a jet-ski for some high-speed aquatics on the high seas. Enemies include pirate ships, sharks, mines and extremely hostile seagulls.  
Good point: The graphics on these levels really are of the highest quality.  
Bad point: Having to follow a set path and not being able to go where you want.

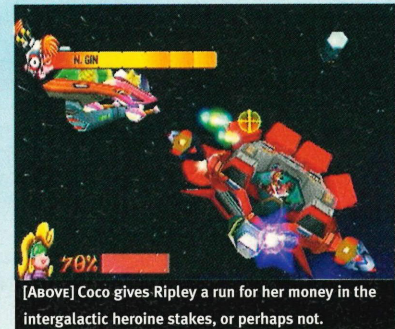
### DOG-FIGHTING



Crash and Coco take to the skies in a World War I biplane to do battle with bombers, blimps and a whole host of kamikaze drone planes. Chocks away!  
Good point: Hugely entertaining in general, and lots of shooting to be done!  
Bad point: None at all. These levels are by far the best of the bunch.



[Above] If you manage to knock down the two-headed giants, you can bounce on their bellies, for fun!



[Above] Coco gives Ripley a run for her money in the intergalactic heroine stakes, or perhaps not.

makes Crash run faster and is handy for the time trials, and the Fruit Bazooka. This is by far the best new feature of the game because it presents Crash with a laser-sighted weapon with which to pick off enemies from a distance. There's no doubting that this makes the game considerably easier (although you don't acquire it until you've beaten the fourth boss) but what the hell... it's fun, and watching those sword-wielding Arabs get theirs is immensely satisfying.

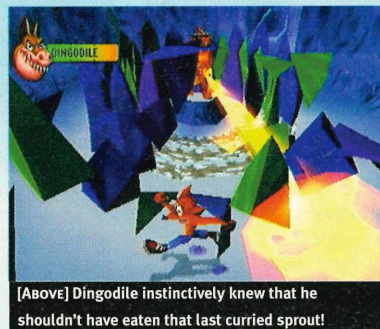
## FICKLE AS YOU LIKE!

Apart from all of the above, there are other new aspects in the game – such as the all-new underwater swimming levels. Er, great. Call us fickle,



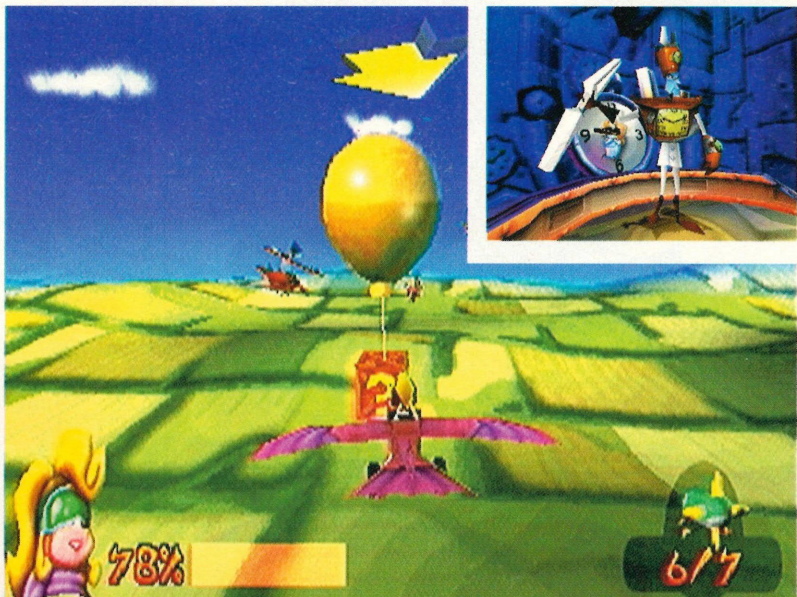
## BOX-CLEVER!

Apart from the brand new levels, there is much to see and do in *Crash 3* that lesser platform games such as *Spyro* fail to present. For example, there is the normal quota of gems that need to be found either by smashing all of the boxes on a level, or by clever tactics and lateral-thinking, secret levels that you'll probably never find in a zillion years, and relics. Relics are special awards that are earned by completing each level within a set time limit. You see, once you have been through a level and completed it once, by going back, you'll see a large clock icon near the start. If you grab this, a timer will appear in the bottom corner of the screen and you'll have to dash straight to the end in as short a time as possible. Help is at hand in the form of special boxes that feature time deductions, and if you make it to the finish within a respectable time, you'll earn yourself a Relic (so will have to be obtained to complete the game properly). There are three types of Relics to earn – Sapphire Relics can be obtained easily, Gold Relics are a lot harder to gain



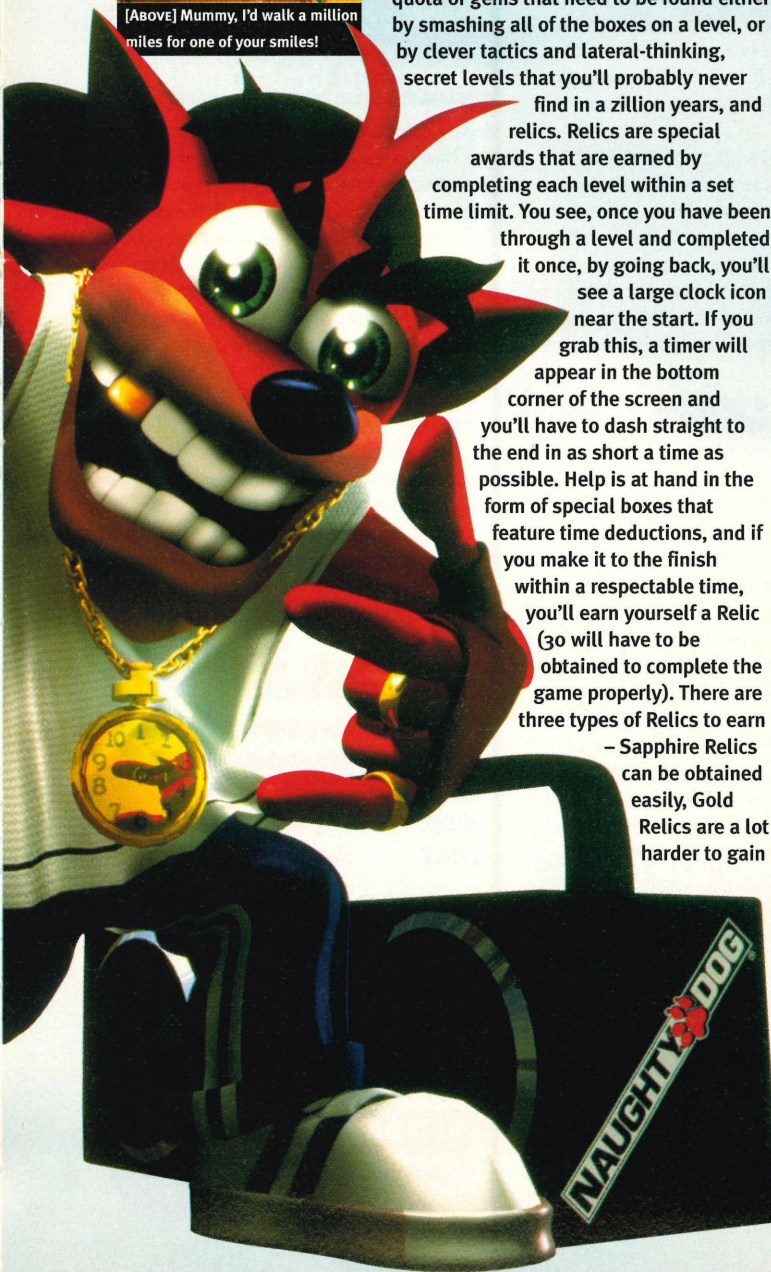
[Above] Dingodile instinctively knew that he shouldn't have eaten that last curried sprout!

(you'll probably need a special power to help you here, but more about those in a second) and Platinum Relics are nearly impossible to earn because you have to speed through the levels like a comet! Like we mentioned earlier, there are also special powers for Crash to earn, and these are accumulated by defeating each of the five bosses. They include the Super Charge Body Slam, which is a more powerful version of that belly-flop Crash did in the last game, the Double Jump, which allows the bandicoot to jump further and higher, the Crash Dash, which



[Above] Coco Bandicoot takes to the skies to indulge in a spot of dog-fighting with some kamikaze drones of Cortex's endless minion army. Chocks away! [Inset] "Oi! 'Scuse me mate... do you happen to have the time on you?"

[Above] Mummy, I'd walk a million miles for one of your smiles!



NAUGHTY DOG





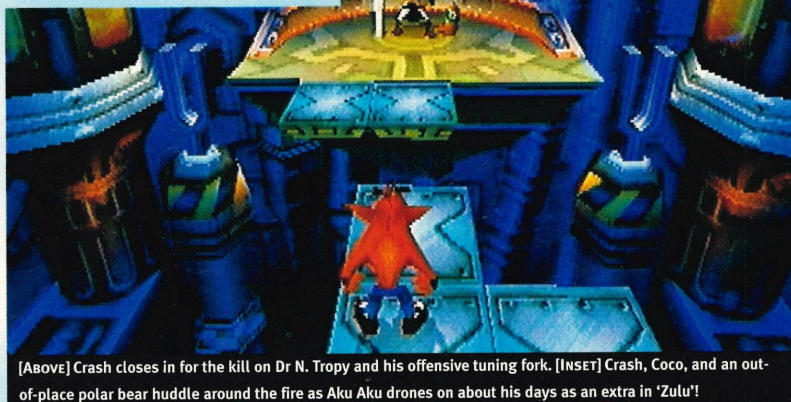
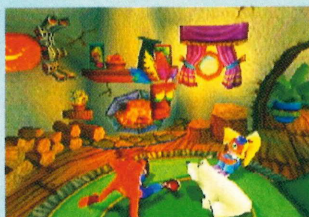
[ABOVE] Crash freezes to avoid the ever-watchful eye of the hovering saucer-man. Wander into that ray and you'll become an instant 'missing person' statistic. Wait until he circles, then run!



[ABOVE] Dingodile has assaulted his last penguin!

but we've never liked the inclusion of such dross because Crash is supposed to be fast and furious, not sluggishly floating around underwater like a flipper-less dolphin. Despite offering nice new visuals and effects, the two levels that feature underwater shenanigans were undoubtedly the low-point for us – especially the way in which the sharks 'pop' unspectacularly when you spin into them – gosh... how impressive!

Minor downfalls aside, there is much to keep you contented in this game. There are more foes than ever, each posing different threats and needing to be tackled in different ways.



[ABOVE] Crash closes in for the kill on Dr N. Tropy and his offensive tuning fork. [INSET] Crash, Coco, and an out-of-place polar bear huddle around the fire as Aku Aku drones on about his days as an extra in 'Zulu'!

Crash also has a near-limitless amount of death animations which enhances the comic value no-end – especially when he is cornered by a frog, only to be snogged to death (with the frog turning into a hippie prince).

There are also a lot more special effects in general – we especially liked the new glittery firework display when you pick-up the gems and crystals, plus the 'Oo-ah!' sound effect when you do so. So all in all, taking into account the fantastic visual aspect in general, this is by far one of the nicest-looking games on the PlayStation!

## ORANGE CRUSH

There really is nothing negative to say about *Crash 3* because as a platform game, it has everything you could want, especially that lush gameplay that has always been so prominent in *Crash* games, which is why they are the most enjoyable platform games you'll encounter on the PlayStation. If this is to be the last game developed by Naughty Dog, then it really has excelled itself to ensure that the best was saved to last. Although we felt that the new level concepts started to grate after the third

## "Features lush gameplay common to Crash games"

visit, their presence was evidence enough that ideas were certainly not thin on the ground when it came to churning out a third *Crash* adventure. Obviously the next step would be to ditch that annoying Cortex character and pit Crash against a whole new set of adversaries... because, let's face it, Cortex is on a par with Glenn Close in the annoying baddies that refuse to die stakes.

So there you have it, Crash finally gets that elusive 'PLAY Classic' award, and if you get this game on Christmas day, you'll be sacrificing your turkey, mince pies and seasonal stuffing in favour of 'just another go'... even if you have to complete it by the new year!

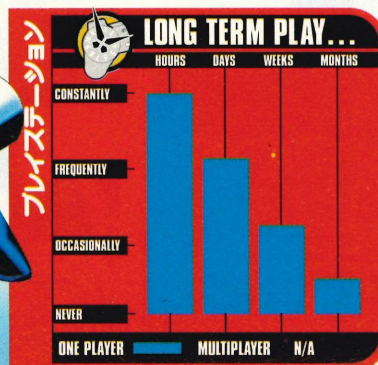


LOOKS	●●●●●●●●○
SOUNDS	●●●●●●●●○
GAMEPLAY	●●●●●●●●○
VALUE	●●●●●●●●○
GEMS	●●●●●●●●○

# 91%

The perfect swan-song for a dying bandicoot!

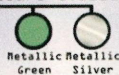
**Alternatively:**  
 Crash 2: Cortex Strikes Back 86%  
 Spyro The Dragon 88%





# Total Control!

Colours available

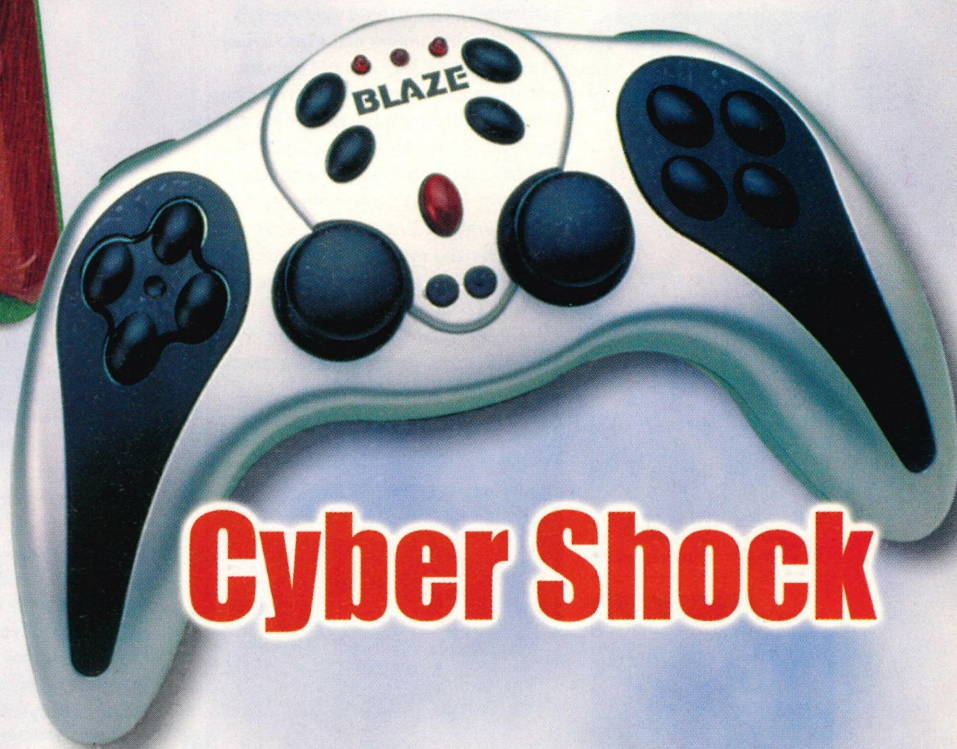


Scorpion light gun for PlayStation™.  
Lightweight design.  
High accuracy.  
G-Comm compatible.  
Auto Fire function.  
Auto Reload function.

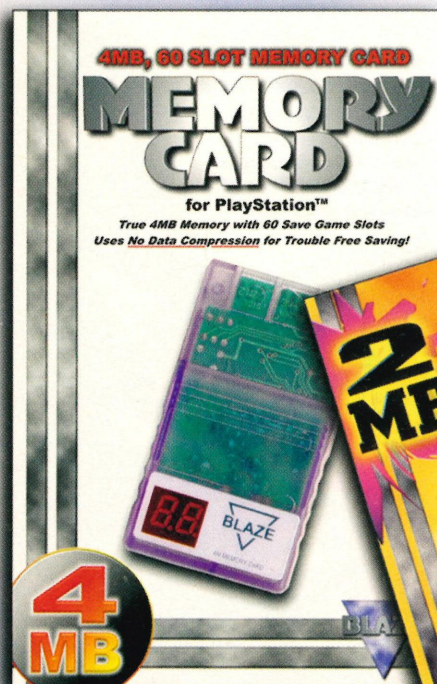
## SCORPION

The UK  
No.1  
Best Seller\*

Digital, dual analog and dual shock compatible.  
8 Fire buttons.  
5 colours available.



## Cyber Shock



2MB/4MB Memory Card for PlayStation™.  
True memory sizes.  
No troublesome data compression.  
Easy to use.  
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# KNOCKOUT KINGS

**SECONDS OUT FOR A BATTERING AS EA BECOMES LORD OF THE RING AT IT'S FIRST SHOT AT THE TITLE.**

"He's behind

you!" Thwack! "Big Frank's in trouble"...Er, and then he

recovered and battered everybody's favourite pantomime actor into brown sauce. Never mind, us Brits love an underdog and 'Arry's adopted son has unfortunately been labelled with that tag for most of his chivalrous career. This doesn't quite cut it with the boxing fraternity however, and probably the reason why Mr Bruno hasn't been hand-picked for the roster of *Knockout Kings* - EA's incredible endurance testing thump-'em-up. There are other notable absentees mind you, Prince Naz, Mike

**"It's tempting to charge into your opponent..."**

**PLAY+**  
information



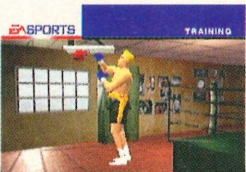
Publisher: Electronic Arts  
Customer support:  
01753 549 442  
Price: £39.99  
Release date: December



ONE PLAYER MULTIPLE PLAYERS



MEMORY CARD DUAL ANALOGUE



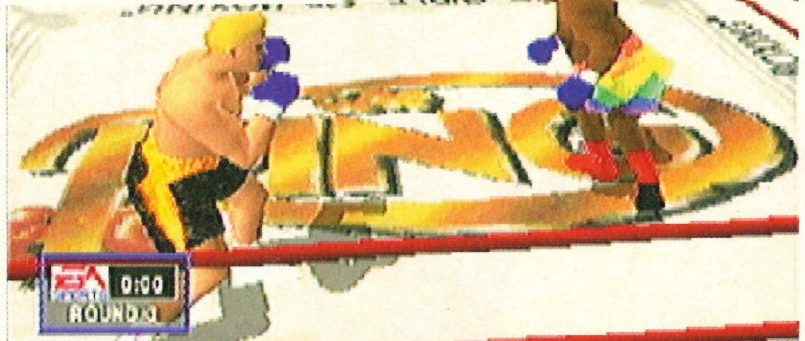
[ABOVE] Use the punch bags to up your power, stamina and speed.



[ABOVE] Before each fight each players' height, weight and reach are projected onto the screen.



[ABOVE] Lamp him with an uppercut. Certain moves only happen when you're in certain positions. Tucker's power bar is drained after bashing Big John's teeth out. Go on my son.



[ABOVE] When you manage to land a devastating lunging punch it sends your opponent reeling. The higher your stamina bar the harder the impact. [INSET] The first-person perspective allows you to get up close and personal.

Tyson, George Forman and Henry 'The 'Ammer' Cooper failed to make the grade for one reason or another.

## RING RUSTY

The latest addition to EA's massive sports franchise features a plethora of famous fighters, such as Muhammad Ali, Marvin Hagler, Sugar Ray Leonard, Evander Holyfield, Lennox Lewis and

Oscar De La Hoya. There are 38 legends in total and some bonus characters with stereotypical names ('Iron Balls' McGinty and what have you) to use as punch bags on the road to becoming the undisputed champion in 'Career' mode. This is the best option to begin with, because it pits you against a bunch of lardy no hopers with

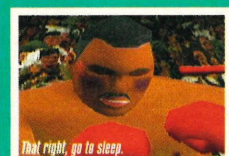
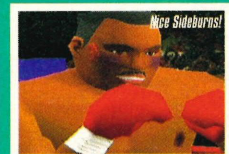


[ABOVE] Clinching is an essential way to regain your depleted power bar. Only attempt it when in close.

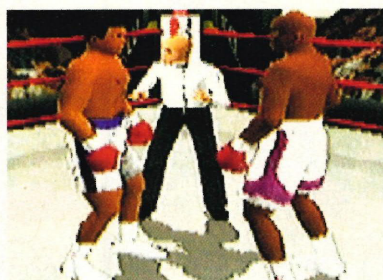


## BEAT-'EM-UP

Try as we might, we could only get a couple of shiners and a deep gash on either side of the boxer's face. Still, it's going to sting a bit for a few days.



[ABOVE] 'Iron Gloves' Tucker scrapes a win on points. Sometimes draws are given when it's too close to call



glass jaws and lets you build up more strength, stamina and speed with each successive win, thanks to a few token gym sessions with the punch bag.

To begin, just select a boxer and choose which weight class you want from Light, Middle or Heavyweight. Let's assume you've gone for the latter, decide whether he's going to be a boxer or a slugger and adjust his height and weight accordingly. But take note, there's little point in sending out a giant sweating slug into the ring. This is tantamount to



[ABOVE] Hmm, check out those luminous shorts.



[ABOVE] Punching somebody squarely in the nuts is okay if you only do it a couple of times. One too many in the crown jewels and you're deducted a point and finally disqualified.

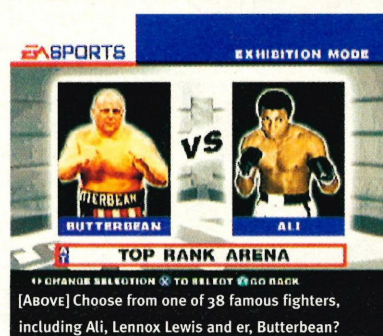


[ABOVE] Ducking and diving, bobbing and weaving. Call it what you want, the only way to beat the likes of Marvin Hagler is by keeping on the move and nipping in and out. [INSERT] There he is... 'Iron Balls' McGinty.

boxing suicide unless you're a veteran and can time your punches perfectly. No, better to put out a six footer weighing about 240 lbs, who can pack a hammer blow and shuffle like Ali. You can make him look like a camp Vegas has-been, sporting Leopard-skin shorts, bouffant quiff and moustache that'd make Swiss Tony look respectable.

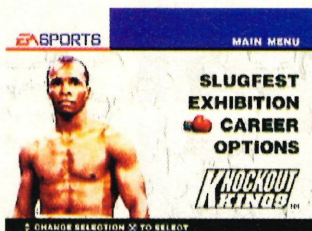
## RING RAIDER

Once you're in the ring, the temptation to wind your arm up and charge (bull in china shop fashion) into your opponent overpowers you - it's almost an involuntary reaction. You wanna pulverise him right? Lay him out with a Tekken neck-breaker. Forget it. The only way that your going to beat even the dumbest fighter is by jabbing, ducking,



[ABOVE] Choose from one of 38 famous fighters, including Ali, Lennox Lewis and er, Butterbean?

diving and timing your punches correctly. There is an option to fight in the no-rules slugfest, but for the majority of the time you've got to frustrate your opponent by being evasive. And this is what makes *Knockout Kings* a cut above *Victory Boxing 2*. It's damned hard to get into, but once you realise



[ABOVE] Ooooo! It feels great when you finally send the other fighter tumbling to the deck or even staggering backwards. The animation is superb too. [INSERT] Choose from Slugfest (no rules), Exhibition or Career mode.

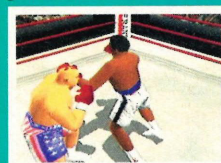


## LUNGING IT

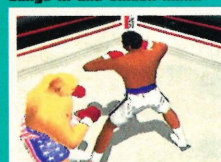
The lunging punch is easily the best way to send an opponent staggering all over the ring.



Standing slightly away from your victim...



Lunge in and smack him...



He'll stagger backwards...



And you feel smug.

## NO HARRY?

THERE ARE SOME NOTICEABLE ABSENTEES FROM KNOCKOUT KINGS. IT WAS WRITTEN IN THE US OF COURSE, BUT BIG FRANK,



HENRY COOPER, 'PRINCE' NASEEM HAMED, 'IRON' MIKE TYSON AND EVEN GEORGE FORMAN ARE MISSING. WHAT A SWIZZ!



how to fight, the penny drops and you begin to pick off your opponents without losing breath. You have two power bars – one for your overall strength, which depletes slowly as you take hits and another for energy which goes up and down depending on how aggressive you are.

Land too many 'haymaker' punches and the second bar goes down rapidly, meaning that any shots landed on an opponent are feeble. To counter this, 'clinch' your opponent (the bit where boxers hug each other to avoid being battered like a steak) and the bar builds up again. This is absolutely crucial to defeat the harder opponents and feels amazingly life-like.

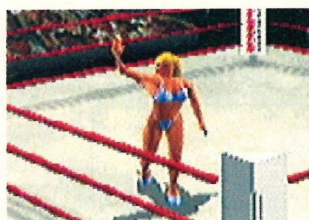
## LORD OF THE RINGS

Clinch too many times and the ref intervenes with a word of caution. Graphically, *Knockout Kings* is very impressive. Each boxer punches, staggers and tumbles to ground beautifully – the increasing commonplace technique of 'skinning' ensures there aren't any breaks in the polygons. When you blur your eyes, it actually looks real. On the downside, there aren't that many offensive

"Unless you're a fan of the sport, it's frustrating..."



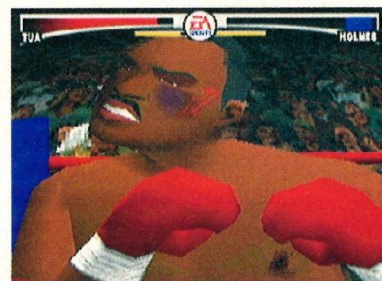
[Above] With nine different views to choose from, the action never looks boring. The Default mode is best.



[Above] As fists fly you can still dodge out of the way of punches, anticipating your opponent's move. [INSET] What would boxing be without some scantily-clad bimbo swaggering around in high heels waving at the crowd.



[Above] The polygonal pugilists look fabulous. They move without any break-up whatsoever. Gercha!



[Above] Oh dear, what a battering. If you've taken a pounding, the bruises soon begin to show. Ouch.

manoeuvres, but if you want multi-hit combos, look elsewhere.

*Knockout Kings* is a well-paced simulation, not *Tekken 3*. This is both a strength and a weakness though. Yes, it's a great spectacle to play and watch, but after you've played it for a few hours, you get the feeling that there's nothing else to learn and keep you interested. Sure, there are little taunts, shuffles and various ways to outwit your fellow competitor, plus the player editor to tinker with. But unless you're a fan of the sport, you're likely to become frustrated. Another gripe is that punches don't seem to make visible contact – they feel a bit light sometimes giving the game a 'floaty' feel. The crowd, as with every other sports sim

resembles a tapestry of week-old vomit who have been painted onto their seats.

EA has done as much for the sport as is possible to be honest, and odd flaw aside has produced the definitive PlayStation simulation. It doesn't quite deliver a knockout punch, but still stands as the undisputed champion of the boxing genre.



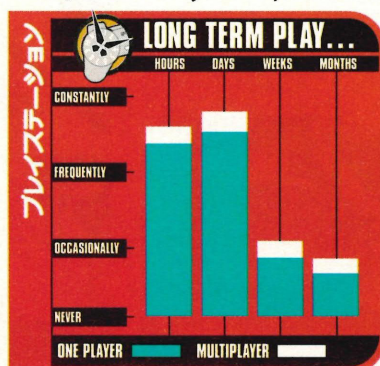
# PLAY

LOOKS ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒  
SOUNDS ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒  
GAMEPLAY ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒  
VALUE ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒  
VASELINE ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

# 88%

Simply the best boxing game on PlayStation

Alternatively:  
Victory Boxing 2 90%  
Victory Boxing 90%



[Above] One of the problems with *Knockout Kings* is that often the punches don't look as though they're connecting, giving the bouts a 'floaty' feel. A great shame really.



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# LEMMINGS

& OH NO  
MORE  
LEMMINGS

**THEY'RE STUPID, THEY'RE DEPRESSED  
AND THEY'RE BACK! NO, NOT THE PLAY  
STAFF, LEMMINGS! ABOUT TIME TOO!**

Completely

repackaged but untouched the Lemmings' first two outings have been thrown together at a bargain price and how they've aged. Not badly you must understand, more like a full-bodied wine that has lay undiscovered in a French vineyard just for the correct moment when the time was right to uncork it.

For nostalgia buffs and those who don't mind ignoring the vast capabilities of the PlayStation, *Lemmings* comes across as one of the most simple and utterly addictive games ever. Despite being nothing more than a collection of primitive scenes inhabited by identical pixels, *Lemmings* still retains its appeal. The only aim of the game is to guide your Lemmings to safety by teaching them to build bridges, dig holes and self destruct if the requirement needs it. Some puzzles are easy, most will turn your hair grey but at the end of the day you always find yourself picking up the mouse for another go. Oh, hang on...

## LOOK OUT BELOW!

If are lucky enough to have a PlayStation mouse then you will be able to command

**"You always find yourself  
having another go..."**

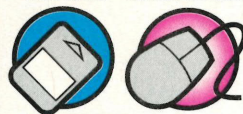
**PLAY**  
information



Publisher: Psygnosis  
Customer support:  
0151 282 3000  
Price: £24.99  
Release date: Out now



ONE PLAYER MULTIPLE PLAYERS



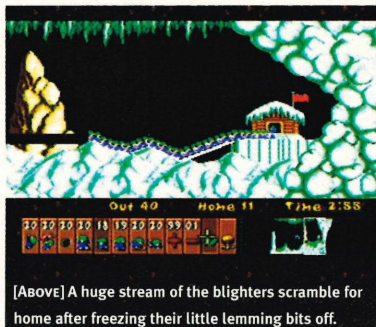
MEMORY CARD MOUSE



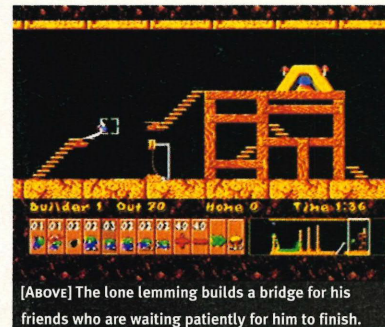
DUAL ANALOGUE



[Above] Give them umbrellas and they will sail gently to the ground then carry on in their mindless wondering. Forget to give them umbrellas and they will splatter all over the decks like raw eggs. Have a heart, use a brolly.



[Above] A huge stream of the blighters scramble for home after freezing their little lemming bits off.



[Above] The lone lemming builds a bridge for his friends who are waiting patiently for him to finish.

some sort of control over their hopeless bungee-jumping antics but if you are stuck with a joystick no amount of heavy scrubbing will get the blue and green stains from your floor.

To manoeuvre the cursor around you use the D-Pad, to move around the screen you must use the shoulder buttons. When tiny splat noises are happening all over the place if your co-ordination is anything other than superb, you'll have a lot of funeral costs on your hands. So be warned, if you are considering buying this you ideally need a mouse.

Set at such a bargain price (for two games remember) the purchase of a mouse wouldn't be such a bad move and just to see the small pixels falling to their death gives you such a warm glow deep

down! The 'splat-crunch' of their bones and innards spraying everywhere will have you curling your toes in contentment!

If you can remember the originals and you secretly wish you hadn't thrown away your battered old Amiga just so you could play *Lemmings* again, then check this out. It's addictive!



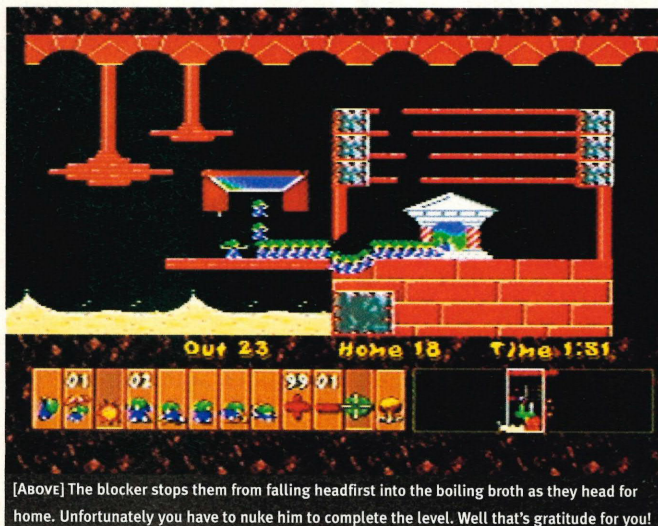
**PLAY**

LOOKS: ●●●●●○○○○○  
SOUNDS: ●●●●●○○○○○  
GAMEPLAY: ●●●●●○○○○○  
VALUE: ●●●●●○○○○○  
SUICIDES: ●●●●●○○○○○

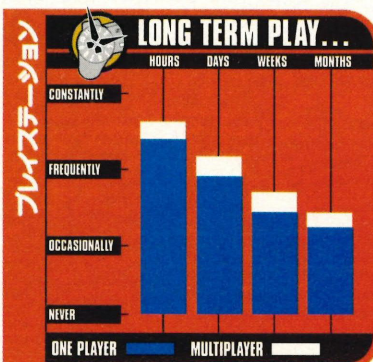
**81%**

Re-released mind bending puzzler!

Alternatively:  
3-D Lemmings 69%  
Worms 92%

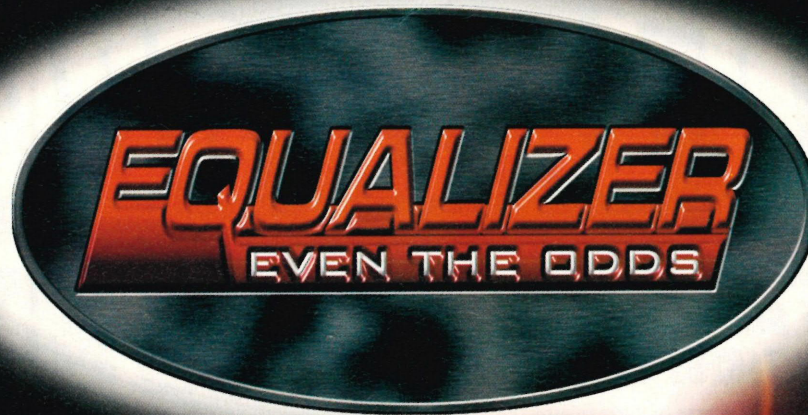


[Above] The blocker stops them from falling headfirst into the boiling broth as they head for home. Unfortunately you have to nuke him to complete the level. Well that's gratitude for you!

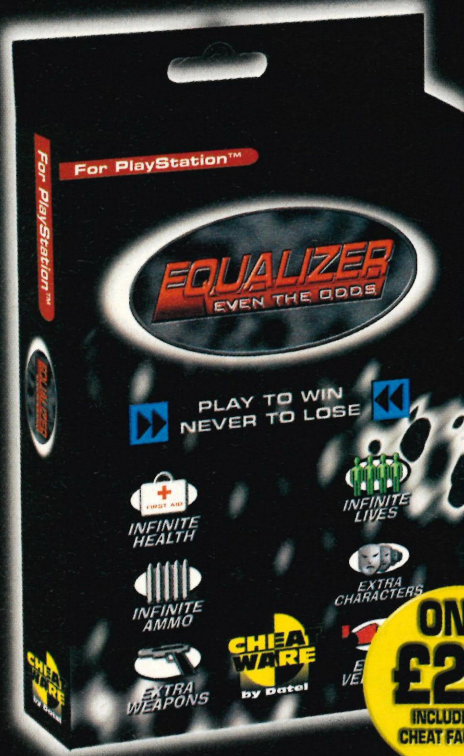




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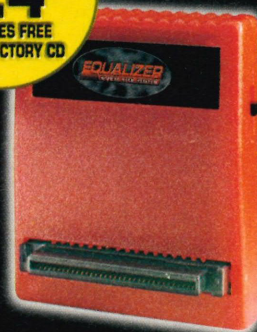
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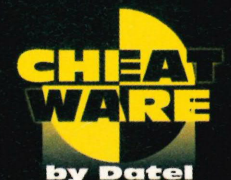
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# BRIAN LARA CRICKET

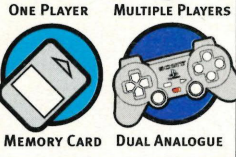
**GATHER ROUND DADS AND UNCLES EVERYWHERE, WE'VE GOT SOMETHING THAT MIGHT JUST INTEREST YOU.**

Crickets are small things that are related to Grasshoppers and sing by rubbing their knees together.

They're ugly gits and girls scream when they jump in their hair... oh hang on, we're talking about that sleeping pill substitute where everyone dresses the same. Goodie.



Publisher: Codemasters  
Customer support:  
01926 814132  
Price: £39.99  
Release date: Out now



## DICKIE BIRD

*Brian Lara Cricket* reflects the ancient game of cricket perfectly, basically you will either love it or hate it. It does have a host of loveable features though. Codemasters has done a wonderful job with the motion capture of the cricketers and some of it is the best we've ever seen on the PlayStation. Every movement is perfect, right down to the umpires tossing the coin. How well they do it! The game



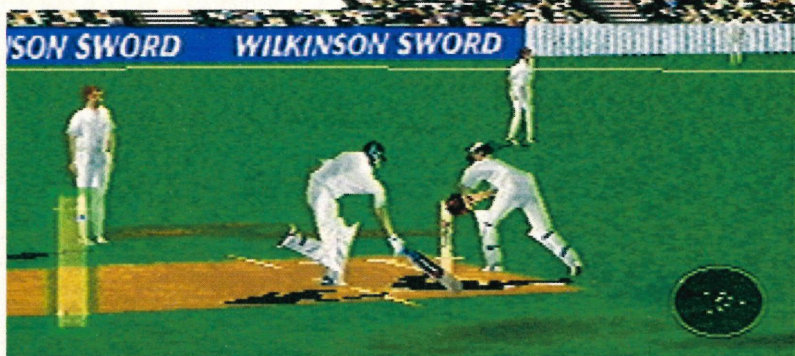
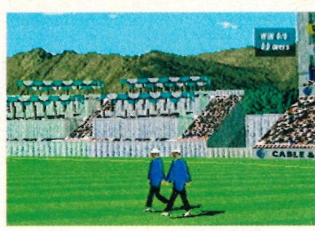
[ABOVE] Unlock classic matches and see how well you can do against the teams of the time. Try your best!



[ABOVE] Another wicket falls and Australia head for The Ashes.



[ABOVE] Go out for a duck and guess what walks across the screen with an evil grimace splattered all over his chops... a duck! Oh, the ingenuity is quite outstanding.

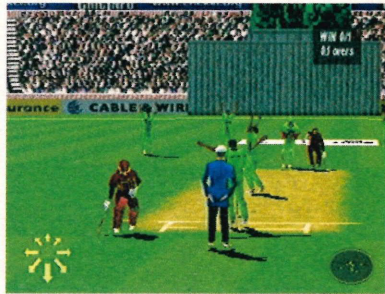


[ABOVE] Notice the wonderfully detailed adverts slightly in front of the well dodgy looking crowd. That's funding for you! [INSERT] The umpires walk out side by side and take their positions on the field. Dickie Bird come back!

itself actually looks like a pitch of real men fighting it out for the ashes. It's just a shame that when they run around the shadowing gives the impression they are hovering a couple of inches off the floor.

To add even more realism to the proceedings every camera angle put to

**"Easily the best cricket game on PlayStation..."**



[ABOVE] When a wicket is taken you can replay all the glory in wonderful slow motion and rub your opponents nose in it. The crowd go wild too although it probably isn't that obvious as they don't actually move much!





[ABOVE] Make sure you make a dive for the line or else the other team will have your stumps quicker than you can say "Wicket .W. Warick" (He's the friendly Ewok from Return Of The Jedi.)

## STREAKER!

BRIAN LARA CRICKET HAS EVERYTHING EXCEPT THE MOST FUNDAMENTAL ASPECT OF THE SPORT... NAKED WOMEN! SO HERE FOR ALL YOU ARMCHAIR BUFFS OUT THERE, HERE IS A TASTEFUL PICTURE OF A STREAKER... ER, IN THE BUFF!

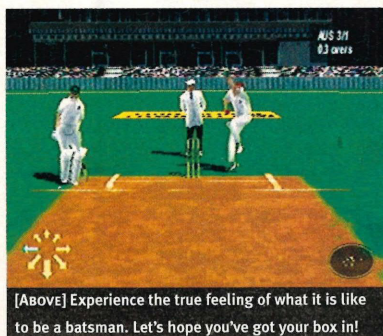


use captures the best position not only for viewing the game, but actually taking part in it. There's the view from the field, the view from the boundary, why there's even the view from the helmet of the batsman to let you know what it feels like to have a round lump of leather hurtled at your head. *Brian Lara* doesn't quite play as well as it looks though, which is unfortunate.

## BATSMAN AND ROBIN

When batting, the gameplay is superb. As the bowler runs up to try and pound your wickets you must position your batsman then select where you think the ball should go by observing the fielders scattered around like scarecrows. Hitting the ball for a six, you then stand and watch the fielders frantically rushing for the ball like a bunch of headless chickens. If you play the ball without leaving the boundary then you can call your other batsman to make a run for it if you're both feeling brave enough.

A splendid addition to the game is the third umpire perspective whereby if the wickets go down as you make the line there is a photo finish to see just who got there first. It would have been easier to just carry on automatically but this again adds to the realism. Where *Brian Lara* could be accused of picking at the ball is when it is your team's turn to bowl and field. Here it falls apart.



[ABOVE] Experience the true feeling of what it is like to be a batsman. Let's hope you've got your box in!

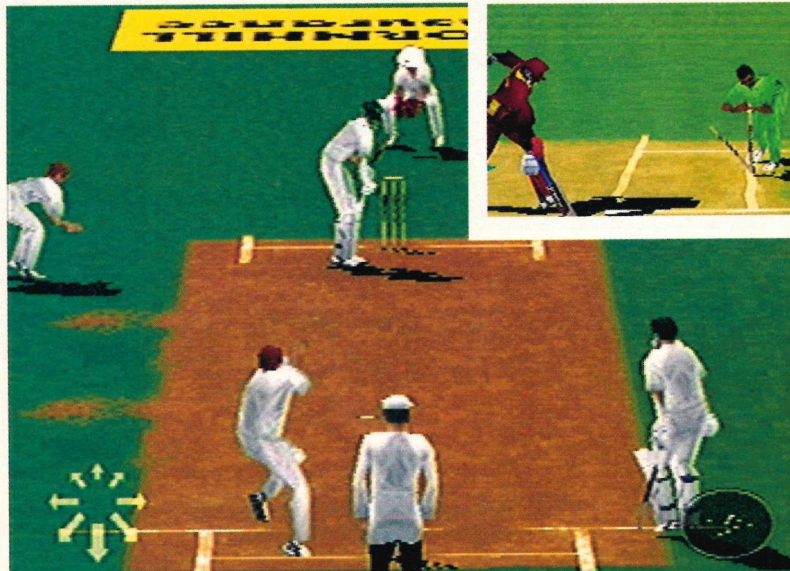
## MATCH CONDITIONS



[ABOVE] Pick your weather conditions... rain's always a fave.

## GRASSHOPPER

MR GORDON GRASSHOPPER OFFERS HIS VALUED OPINION. "I DON'T RIGHTLY KNOW WHAT TO THINK. I COULDN'T TALK TO IT, MATE WITH IT OR SHARE A PLATE OF SALAD WITH IT."



[ABOVE] Dressed in white, this is Sunday afternoon cricket. Strawberries and cream, picnics, and children getting stung by wasps. [INSERT] Come in close to the mark and the umpire will ask for a replay. This one wasn't good news!

BATTING ORDER - X Button selects player to move

WEST INDIES	Aggressive	Moderate	Defensive	Aggressive	Moderate	Defensive	Aggressive	Moderate	Defensive	Avg
P.A. Wallace	Aggressive	Opener	42							
S.C. Williams	Moderate	Opener	24							
S. Chandrapaul	Moderate	Opener	45							
B.C. Lara	Aggressive	Middle Order	51							
C.L. Hooper	Aggressive	Middle Order	35							
J.C. Adams	Moderate	Middle Order	51							
M.D. Williams	Moderate	Lower Order	13							
D. Ramnarine	Defensive	Lower Order	9							
C.E.L. Ambrose	Aggressive	Lower Order	13							
J.R. Bishop	Aggressive	Lower Order	12							
C.A. Walsh	Moderate	Tailender	8							

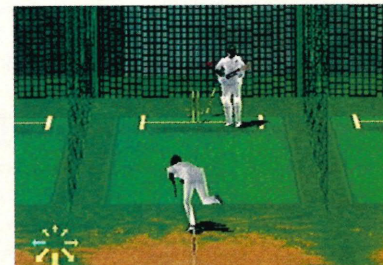
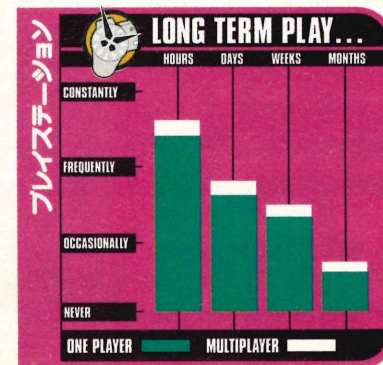
Press START Button to continue

[ABOVE] Learn who's batting so you can make sure that you use the best bowlers to put down the opposition.

## OUT FOR A DUCK

If you choose to field as well as bowl then the control over the fielders will have you screaming. Make a dive for the ball and your guy will leap for it then stand up and then leap again completely unprovoked. If he doesn't make that second unnecessary jump it will take a good three or four seconds for him to respond to your urgent button pressing by which time the ball has rolled past him and gone out for a four. If your guy does respond in time you find him running in zigzags across the field rather than running straight to the ball. Naughty, naughty!

Considering this is the only cricket game on the PlayStation then we have



[ABOVE] Practice makes perfect so make sure you know what you are doing before facing the rivals.

got to say it is the best cricket game on the PlayStation and although the attention to detail is fine, the attention to control has paid the price. If another cricket game was to come along we wouldn't be too surprised to see a notable improvement but until then all you dads out there, put this on your Christmas list.



LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
WICKETS	●●●●●●●●●●

# 78%

The indoor alternative to cricket

Alternatively:  
Bottom Of The 9th '99 Soon  
The real thing!



# NBA LIVE '99

**IF YOU STOOD ALL THE WORLD'S BASKETBALL PLAYERS ON TOP OF EACH OTHER THEY WOULD STRETCH AROUND THE MOON... TWICE!**

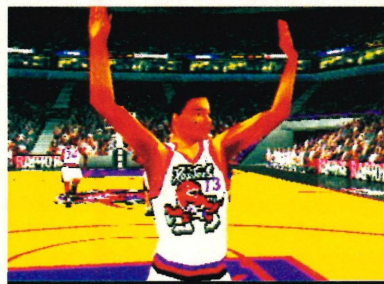
EA never seems

to go wrong does it? Releasing sequel upon sequel to games that

frankly don't really need changing and still they sell like they were Pamela Anderson's second-hand gusset strings! *NBA Live '99* is the fifth incarnation of EA's 'Live' series and as with other NBA games from the same stable, this will undoubtedly do well.

## SLAM DUNK DA FUNK

You know the score with basketball by now, you have to get the ball into the opposition's basket, wear size 16 shoes and star in shoddy films with cartoon rabbits. So what's different this time round? Well, the usual life-like

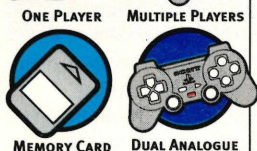


[Above] This guy lifts his sweaty pits and all his team mates run in the other direction holding their noses.

**PLAY+**  
information



Publisher: EA Sports  
Customer support:  
01753 549442  
Price: £39.99  
Release date: Out now



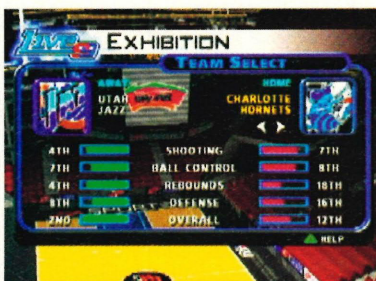
LINK CABLE



[Above] Race against the clock and try and out score your opponents in the shoot-out round. As you can probably tell this guy was doing very badly and how the crowd laughed!



[Above] Remember the end of *TeenWolf* where Michael J. Fox turns from a werewolf back to a human and then wins the basketball game? Well, minutes before, this guy was up against a lamp-post and barking loudly.



[Above] Choose your teams then thrash it out on court for all the NBA glory and wads of cold, hard cash.

animation and fluid motion-captured movement of players is all present and correct (even down to Dennis Rodman's ghastly hair). The huge splattering of camera angles, yep, they're here. The ultra-realistic sounds, team stats, different game modes, replays... yup, those too! The major differences are apparent when it comes to that modern

**"It's virtually the same as everything before it..."**

miracle which goes by the name of AI. In fact, it's not just the AI that sticks out, erect as you like, but the whole game has undergone an MOT and had its most tweakworthy areas tweaked, then tweaked again for fun.

The player customiser is completely daft and expanding your created player to balloon size then making him look like an ageing porn star could detract you from the whole point of the game, and that is some serious basketball, and we couldn't have that!

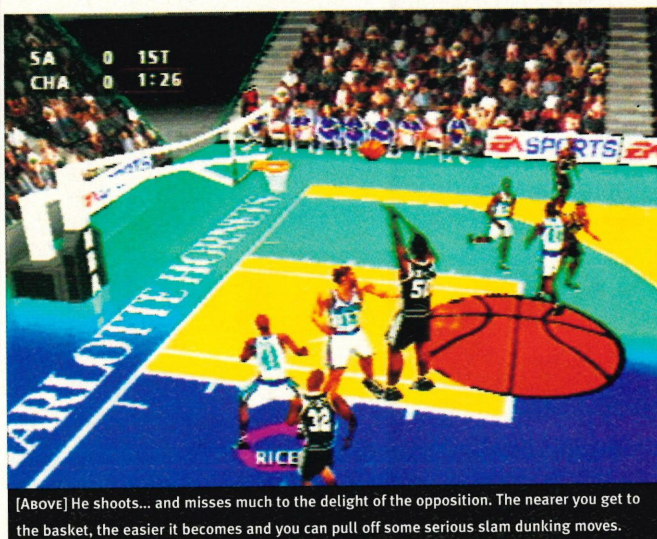
## NOT BAD ACTUALLY

Team mates are now far more



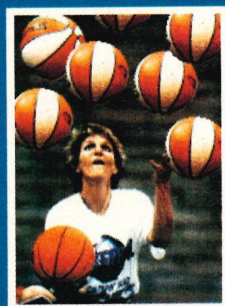
[Above] Scramble for the net and kick any rivals that try to put you off. It will probably give them a penalty which means the loss of a few points, but at least you know you'll have got him where it hurts the most.





[Above] He shoots... and misses much to the delight of the opposition. The nearer you get to the basket, the easier it becomes and you can pull off some serious slam dunking moves.

## BOUNCY BALLS

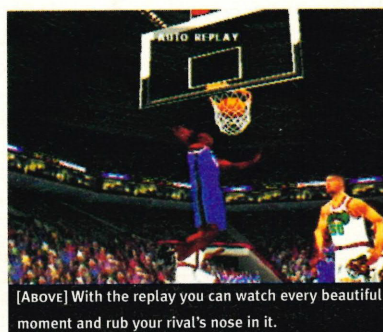


Since 1992, Bruce Crevier has held the world record for balancing the most basketballs at once and has managed a staggering 18 at a time. He travels America showing off his skill to bored school children and preaches about his Christianity whilst doing it. We think he might be getting a helping hand.



responsive to your frantic arm waving by positioning themselves in ideal areas to receive and play the ball. With help comes hindrance though, and the opposing teams soon learn how you operate before going in for the kill. *NBA Live '99* has got to be the nearest you'll get to having a multiplayer game, even when you are playing alone.

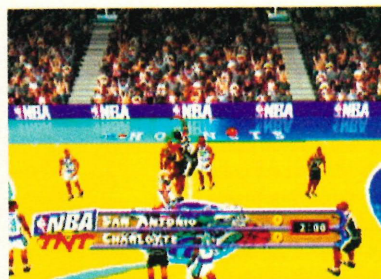
The realism of players doesn't end there though, you can decide what type of personality your players have thanks to the improved engine. Now, when they score a basket they scream down the camera lens, wave their arms about or shimmy themselves about the court depending on how they're feeling and how well the game is going for them.



[Above] With the replay you can watch every beautiful moment and rub your rival's nose in it.



[Above] This guy has the right idea, but the basket is to his right. Never mind, after a good shouting at he'll know not to do it next time. [INSET] Warming up is cool because all the players limber up, even with one leg!



[Above] As the starting horn sounds jump for possession of the ball and wham it in their basket!

## HE SHOOTS...

The one criticism we do have though is that something had to be sacrificed to make way for the new improvements, and that sacrifice came quite heavily on the actual player mechanics. Whilst EA was so busy sorting out the little things it neglected, the bigger ones like making the players move quickly. Despite reacting fairly realistically the players are sluggish and you can get the feeling they'd rather be somewhere else. Like advertising their latest brand of trainer for example.

The amount of moves is the other thing, there aren't enough! You can do that standard 'bouncing the ball between your legs' thing but where's



[Above] Our aging porn star did quite well on court and proved to be a hit with the ladies in the audience.

the chance to spin it round on your finger eh? Bah!

If you're a fan of the 'Live' series and want to be the Michael Jordan of the PlayStation look at this, it's virtually the same as everything before it, but considering they were pretty good, you can't go far wrong. We can't say fairer than that!



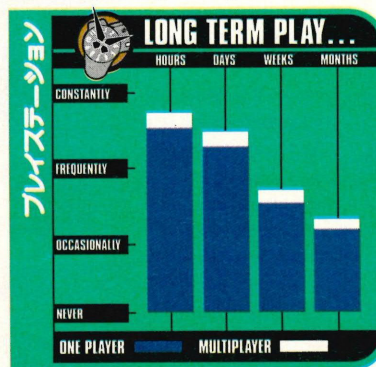
## PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●○○○○
GAMEPLAY	●●●●●●○○○○
VALUE	●●●●●●○○○○
JORDANS	●●●●●●○○○○

# 83%

More impressive basketball techniques

Alternatively:  
NBA Pro '98 78%  
NBA Live '97 89%





# BUST-A-MOVE 4

**LIKE A FAITHFUL MUTT, ACCLAIM'S BUST-A-MOVE 4 IS JUST BEGGING TO BE PETTED, PLAYED AND PANDERED TO.**

Well blow me!

Bub and Bob, the doe-eyed bubble-blowing junior dragons from several

hugely enjoyable platform romps are back to bamboozle us for the fourth time in this series. *Bust-a-Move 4* is simply more of the same and simply brilliant because of it. As usual, there's a new twist in the tail as we'll explain in a moment, but at face value everything looks exactly the same, which is no bad thing if you're one of the thousands of addicted devotees looking for a new fix of bubble bashing. Graphically, everything looks a little sharper, with improved animations and fantastic use of colour – there's little or no colour clash between bubbles this time.

The planet BubbleLuna is in a bit of a pickle. Cleon, the Fairy of the Night has nicked the light giving Rainbow and thrown everything into darkness. Boo, Hiss. To make things worse the old bat has divided it into seven different-coloured light bubbles and dispersed them throughout the universe.

**"This game's bubblier than Barbara Windsor!"**

## POPPERS

Anyway forget all that, because like breaking the seal on a packet once you're poppin' there'll be no stoppin'. Whether you're playing with a friend (steady), against the fiendish or not so fiendish CPU (depending on which difficulty setting is selected) or in the Story mode, *Bust-a-Move 4* grips you with its vice-like addiction. If you're a *Bust-a-Move* virgin, the rules are simple – fire coloured bubbles at the stack above you and when three or more have been lined up, they burst and disappear. Simple. Repeat the process until all of them are gone so that you can move onto a slightly

**PLAY+**  
information



Publisher: Acclaim  
Customer support:  
0171 344 5000  
Price: £39.99  
Release date: January '98



ONE PLAYER MULTIPLE PLAYERS



MEMORY CARD DUAL ANALOGUE

## BURST BUBBLES

BUB AND BOB GO WAY BACK – ROUGHLY A DECADE. THEY'VE APPEARED IN A NUMBER OF NOTEWORTHY CLASSICS, SUCH AS *BUBBLE BOBBLE* AND ITS TWO SEQUELS *RAINBOW ISLANDS* AND *PARASOL STARS*. THEN THERE'S THE *BUST-A-MOVE* QUARTET TOO. CLASSICS ONE AND ALL.

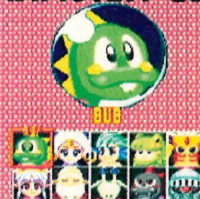


[ABOVE] In Versus mode, the screen frequently goes absolutely bananas. As you exchange huge combos, colourful explosions and bubbles fill each side. It's all a bit confusing sometimes, but fun nonetheless.



[ABOVE] Ooops! When one screen fills up with bubbles and reaches the bottom, it's all over.

## CHARACTER SELECT



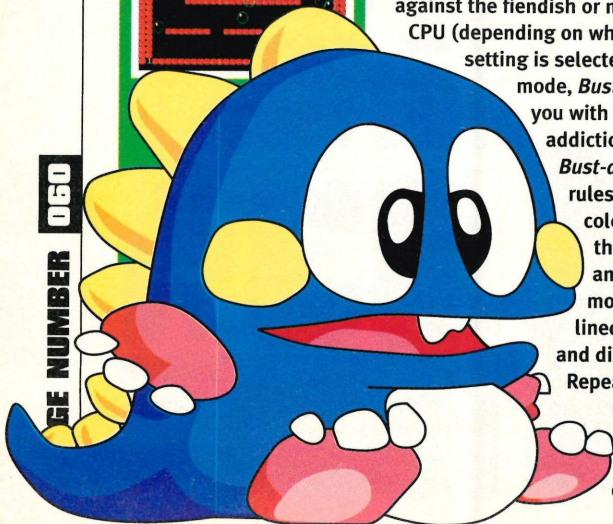
[ABOVE] Choose from one of ten characters – each one has different means for pulling off special combos.

harder level. There are three modes of play, although each one is segmented to provide countless hours of bubbly variety – bear in mind there are over 600 levels in total! For example, Puzzle mode breaks down into 'Arcade' or 'Story' sub-games – in the first, players can pick their way through a branching grid of levels until they reach the end. Story mode, on the

other hand, throws you into the unlikeliest of scenarios, whereby 26 tarot cards need to be obtained by clearing various screens at given locations on the map. Not exactly a brain taxing plot, but what the hell, it's breaks up the action nicely. There's also a one player Challenge mode, but what frustrates you more than anything – we talking tearing



[ABOVE] Just when it looks as though you're beaten, you can cause untold devastation by linking a number of combos to form a chain. The change around in fortunes can be startling if you know what you're doing.







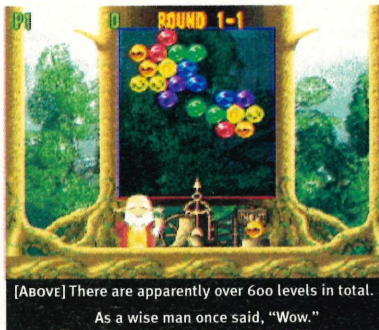
[Above] In Puzzle (story) mode you visit various locations and must retrieve all 26 tarot cards in order to save your world. Each character has their own special moves too.



[Above] Training lines allow you to follow the trajectory of the bubble. This makes things a little too easy, but if you're a novice helps you no end.



[Above] In puzzle (arcade) mode, you choose which branch to take on the map screen...



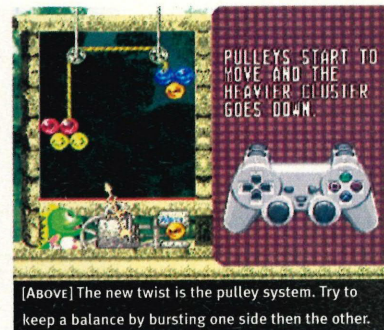
[Above] There are apparently over 600 levels in total. As a wise man once said, "Wow."



your hair out and audibly screaming with fury (the best bit in other words) – is the two-player action. Now, when you drop bubbles they don't just pile up on your opponent's side. Huge chain reactions sway the advantage one way then the other within the space of a few seconds and just when you think that you've won, bubbles come tumbling down to



[Above] Some of the special moves are spectacular. The whole game is quite reminiscent of Super Puzzle Fighter 2. This flaming attack is one of the best to be found in the game, and is guaranteed to have your opponent crying.



[Above] The new twist is the pulley system. Try to keep a balance by bursting one side then the other.



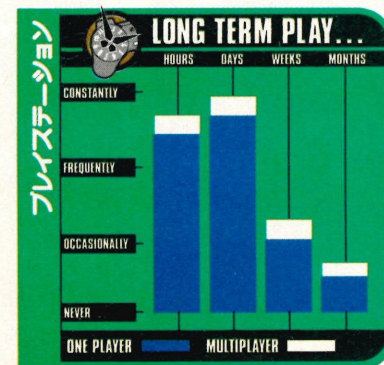
[Above] In the one-player Story mode you fight other characters for gems and so on.

the whoops of delighted satisfaction from the other player.

## HELIUM

Another, equally fundamental tweak is the pulley system... many levels use said device, where shooting bubbles on one side, will cause them to drop on the other. It's a balancing act which works really well once you've grasped the basics – credit should go to Taito for maintaining the addictive feel of the original while creating new ways to play.

It's easily the best in the series, with familiar features and innovation running side by side – there's even rumble support for Dual Shock owners. If a true test of how could a game is can be



gauged by how often it's replayed, then *Bust-a-Move 4* is well up there with the best of them. The chain combo system can be confusing at times and it's essentially more of the same, but just try putting it down for a moment's respite and you'll be bursting to play it again five minutes later. Bubblier than Barbara Windsor.

LOOKS ●●●●●○

SOUNDS ●●●●●○

GAMEPLAY ●●●●●○

VALUE ●●●●●○

INFLATION ●●●●●○

# 86%

Poptastic fun for the next generation

Alternatively:  
Bust-a-Move 3DX 88%  
Bust-a-Move 2 88%



# ASTEROIDS

**CAN THE FOUNDING FATHER OF ALL SHOOT-'EM-UPS SURVIVE SOME EXTENSIVE TARTING-UP ON THE PLAYSTATION? DOES IT NEED IT?**

It's all very well saying, "if it ain't broke, don't fix it," but the arcade classic



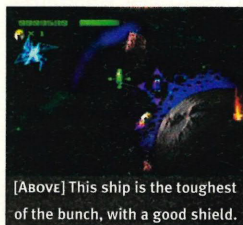
Publisher: Activision  
Customer support:  
01895 456700  
Price: £39.99  
Release date: Out now



ONE PLAYER MULTIPLE PLAYERS



MEMORY CARD DUAL ANALOGUE



[ABOVE] This ship is the toughest of the bunch, with a good shield.

*Asteroids* is just too dated now to appeal to players who never saw anything so basic in their short lives. Gaming elders, however, will tell you there has never been gameplay so pure and that if you have not spent many hours flying that little wire-frame arrowhead around, you are missing out.

The solution is to make *Asteroids* desirable again by juicing up the graphics and sound while retaining the old game style underneath it all. It's been tried before, most successfully with *Stardust* on the Amiga in 1993, made by impossibly talented coders Bloodhouse. Now Activision is having a pop with the same ideas but also the added weight of that official title.

## PEBBLE POPPER

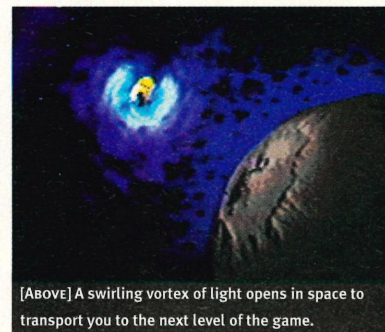
The update uses every programming trick in the PlayStation development book, and anyone still treating themselves to the original on an emulator or antique Atari 2600 console will be stunned by the amount of action on screen. The backdrop shows a pink-purple nebula hanging in space, with the top of a big glowing planet gently spinning in one corner. On



[ABOVE] The single, non-scrolling screen throughout *Asteroids* is hard to get used to as it's unlike anything in modern games. The wrap-around that makes objects roll off the left and appear at the right is pretty weird.



[ABOVE] Just in time, before a horrible comet strike, the shield is engaged. When is it safe to come out?



[ABOVE] A swirling vortex of light opens in space to transport you to the next level of the game.

top of this there are 3-D asteroids tumbling through at high speed, bright flaming comets, mangled bits of mechanical space junk and shimmering ice crystals that dwarf the tiny rotating ship under your control.

*Asteroids* can be enormous too, like there's a big fat baked potato rolling across the TV! Shards of light and fire

shoot out of the rocks when you break them up with the ship's mounted laser, looking far more dramatic than the bunch of full stops that we were to believe was debris in the original game!

With all this going on, it's probably just as well that the old ship has been replaced by a choice of three new models all with more powerful weapons

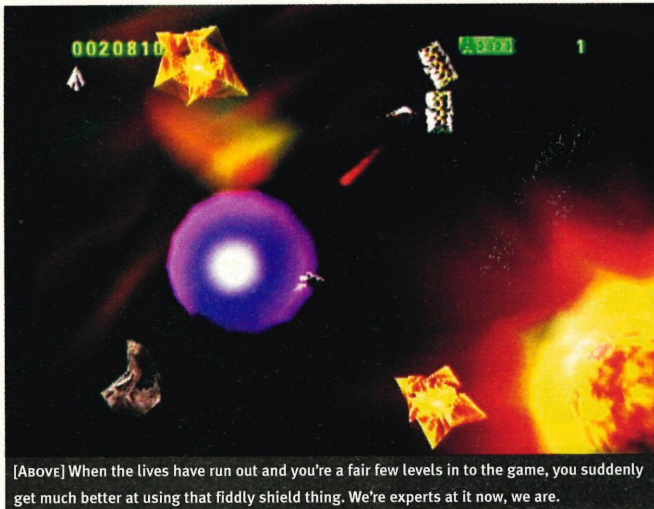


[ABOVE] There are three ships to choose from, but take the big round one with the full shield power if you're a beginner. You don't need any more thrust and rotation power than it has.



[ABOVE] Half the rock-smashing workload by playing two-player simultaneous mode, competing for points. Choosing to defend one side of the screen while your friend defends the other is best for survival.



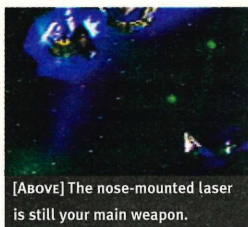


[Above] When the lives have run out and you're a fair few levels in to the game, you suddenly get much better at using that fiddly shield thing. We're experts at it now, we are.

## STONE AGE



THE BEST REMAKE OF *ASTEROIDS* WAS AN UNOFFICIAL GAME CALLED *STARDUST*, WHICH CAME OUT ON THE AMIGA IN 1993. EVEN THAT REMAKE IS CONSIDERED A RETRO GAME NOWADAYS, BUT IF YOU HAVE AN OLD A500 IN THE LOFT THEN IT'S WORTH GETTING HOLD OF THIS, AND YOU'LL BE PLEASANTLY SURPRISED BY THE STUNNING QUALITY OF THE GRAPHICS, ON A MACHINE WITH A QUARTER OF THE PLAYSTATION'S MEMORY. AN EVEN MORE GORGEOUS VERSION LATER CAME OUT FOR THE A1200 AND CD32, NAMED *SUPER STARDUST*, WHICH WAS JUST AS MUCH FUN.



[Above] The nose-mounted laser is still your main weapon.



[Above] The amount of power available for your shield is finite, so you need to time the activation of it so that nothing is wasted. It's not always that easy, so you die lots.

## "Over the top with a clutter of new targets..."

capabilities. The standard laser is just as effective, but by picking up brightly coloured canisters that pop up in battle you can gain a load of special weapons. Lay a row of floating proximity mines in the path of those killer rocks, protect yourself with a ship-orbiting drone that's willing to take a hit for you or go for the random 360° devastation of the Armageddon attack.

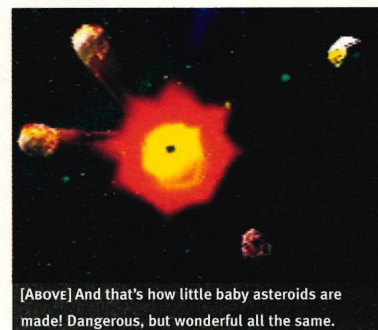
## STONE STOMPER

All the new ships are missing some kind of automatic fire. Without a big silver dollar-sized leaf switch as a fire button, which would be stabbed at with two fingers in the arcade, your thumb will tire long before you're ready to give up. The first *Asteroids* was created before the term auto-fire, but such a modern comfort would be appreciated in the remake it has to be said.

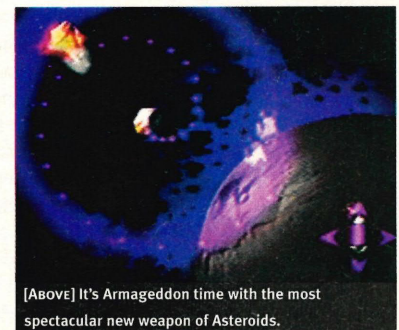
The game itself seems to be missing the point a bit, though. The classic turn-thrust-and-shoot gameplay is rather



[Above] As if to scare you away before you even get started, this beast is the first asteroid you meet in the game, and it's massive! [INSET] Remember the little doddering UFO that took bad pot shots at you in the original?



[Above] And that's how little baby asteroids are made! Dangerous, but wonderful all the same.



[Above] It's Armageddon time with the most spectacular new weapon of *Asteroids*.

smothered by too much glitz and special effects. Updating the graphics and audio is fine, but this version of *Asteroids* goes over the top with a clutter of new targets and pulsating lights. Great touches like the little vapour trail which snakes from your ship's engine are obscured by the bigger bangs of a Hollywood-style remake.

If it's authentic *Asteroids* you want, then *The Atari Collection* released in 1997 features the full original game along with a few other absolute classics such as *Tempest* and *Missile Command*. For effects-laden, laser-spewing shoot-'em-ups then there are wonderful titles like *Einhander* or *Colony Wars*: *Vengeance* that were not confined to the formula of a 20-year-old game. Though

*Asteroids* has been very well made, it can't compete with either of those extremes and so is of limited appeal. Purists are going to see the game as a tacky interpretation of the beloved original, and those who are completely new to the thing will see no reason why it's any better than fifty other shoot-'em-ups around.

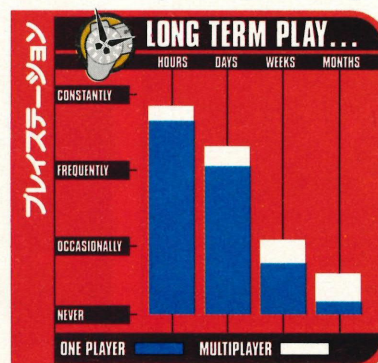


LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
ROCKS	●●●●●●●●●●

# 70%

Loses the divine simplicity of true *Asteroids*

Alternatively:  
The Atari Collection 81%  
Einhander 90%





# MICHAEL OWEN'S WLS '99

**IT WAS ONLY A MATTER OF TIME BEFORE FOOTBALL'S GOLDEN-CHILD WAS SCOOPED-UP TO ENDORSE A GAME... AND GUESS WHICH ONE HE CHOSE!**

There's doubt

about it... Michael Owen is a hero. When Hoddle was praying for divine

intervention and chewing his gum like some E'd-up ghoul at a rave, young Owen stepped in... and nearly bailed England out of our premature ejection from last summer's World cup.

Since then he has become a whirlwind goal scorer and figure of lust for screaming teenage girls the world over, and now you can all hop on the wagon of hype by buying his great new game – the follow-up to last year's much acclaimed *World League Soccer '98*. The game boasts a new flashy intro featuring the many on-pitch exploits of the boy wonder, and he was even gracious enough to go into the studio and record a cringe-worthy intro speech that'll top the PLAY office chortle-o-meter for months to come – “Welcome to *Michael Owen's WLS '99*... have fun!” Cheers Michael, we would oblige if it wasn't for the fact that you were so obviously reading it off of an auto-cue!

## BANG ON CUE

The game is a general all-round update featuring all Premiership clubs (complete with real player names this time – at least for the English clubs) as well as those from

**PLAY**  
information



Publisher: Eidos  
Customer support:  
0181 636 3000  
Price: £39.99  
Release date: Out now



ONE PLAYER



MULTIPLE PLAYERS



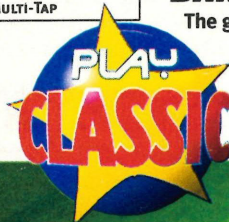
MEMORY CARD



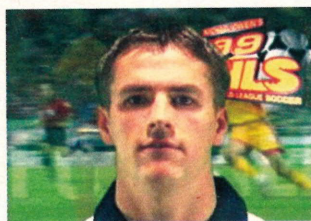
DUAL ANALOGUE



MULTI-TAP



[ABOVE] The goalie comes scrambling out to collect the ball and is sheered down by the ever-ready Shearer. Needless to say, even considering his recent form, he can't possibly miss!



[ABOVE] The goalie makes a spectacular save to deny Arsenal yet another league victory. [INSERT] Now repeat after me, Michael... “Hello and welcome to *Michael Owen's World League Soccer '99*, have fun!” – and cut!

worldwide domestic leagues and international squads. The engine features the same basic mechanics as before, but there have been numerous improvements in the fluidity and amount of trick moves – all of which work well to enhance the feel of the game that became tired and boring the first time round after prolonged play.

The noticeable improvements include a through-ball that works brilliantly, some nifty dragging manoeuvres and a special ‘zoom out’ function that allows you to see where your players are situated to receive passes. The problem is that this last

**“Fluidity and trick moves have been improved...”**

feature only really works in the one-player mode because you can only activate it when you are in possession of the ball, and it becomes infuriating and confusing when you're on the receiving end. Utilising these moves involves pressing a combination of buttons, but it is still possible to enjoy a fast-moving and full-flowing game without resorting to trickery.

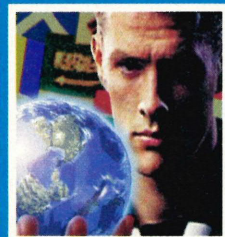


[ABOVE] Arsenal are on the attack once again. The new improved through-ball function should allow you to ease the ball through to the feet of the forward attackers, and then it's just the goalie to beat... which is easier as well!



## YOUNG CARE-LESS & FANCY FREE!

Michael Owen has got it all, he's young, talented and incredibly wealthy. But yet the same has been said of many a bright, fledgling star in the beautiful game. So just in case there are any other budding Owens out there, here's the main dangers to look out for, and hopefully, avoid!



**CARS** THE COMMON FOOTBALLER'S ACCESSORY IS THE MOTOR-CAR, THE FLASHIER AND THE FASTER THE BETTER. PORCHES THAT CAN ACHIEVE LIGHT-SPEED VELOCITIES IS BOUND TO PRODUCE A FEW BEADS OF SWEAT ON ANY MANAGERS AND SPONSORS. SO MICHAEL, IF YOU'RE READING, GET YOURSELF A VOLVO 440 OR SOMETHING, OKAY!



**BIRDS** AH YES, THE OPPORTUNIST LEECHES THAT'LL PICK YOU UP IN STRINGFELLOWS, ROMP YOUR SENSELESS AND THEN SELL THEIR SOUL TO THE TABLOIDS. THESE WOMEN HAVE NO SHAME, AND NO INTEREST IN ANYTHING OTHER THAN MAKING THE ODD BUCK AND PERHAPS GETTING A BIT FAMOUS THEMSELVES IN THE PROCESS.



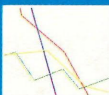
**BOOZE** YOU DON'T NEED US TO READ TO THE LIST OF FOOTIE CASUALTIES THAT HAVE SUCCEumbed TO THE DEMON DRINK. NEEDLESS TO SAY, WITH A HEFTY BIT OF WONG IN YOUR BACK POCKET AND AN ENTOURAGE OF SKINT MATES, THE TEMPTATION TO BECOME A "FLASH HARRY" DOWN THE PUB IS INCREDIBLE. BEFORE TOO LONG YOU'LL BE WONDERING WHERE YOUR FACE IS.



**BAD HAIR** FOOTBALLERS SOMETIMES SEE THEMSELVES AS FASHION ICONS - NOT GOOD. SOME OF THE WORST FASHION DISASTERS AND HAIRSTYLES HAVE BEEN SORTED BY FOOTBALLERS, AND THE WORST THING IS THAT NOBODY SAYS ANYTHING AT THE TIME, AT LEAST NOT TO YOUR FACE. SO YOU CONTINUE TO PRANCE AROUND LIKE A T\*Y, OBLIVIOUS OF THE ENDLESS CHORTLES.



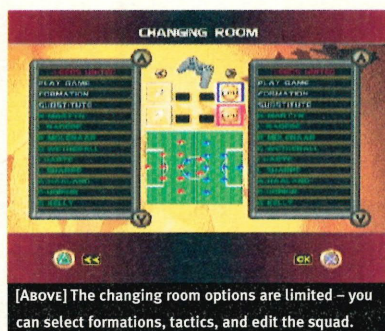
**BAD BUSINESS** SOME FOOTBALLERS LIKE TO THINK OF THEMSELVES AS ENTREPRENEURS WITH A KEEN HEAD FOR BUSINESS. WRONG. WHEN YOU DROPPED OUT OF SCHOOL EARLY FOR THE TRIALS AT PECKHAM VANDALS XI, YOU FORFEITED ANY "SAVVY" YOU MAY HAVE HAD. SO YOU RELY ON SHREWD ADVISORS TO GET YOU STARTED IN YOUR OWN RESTAURANT CHAIN, ONLY TO WONDER WHY THEY EMIGRATED TO AUSTRALIA AND WHERE ALL YOUR MONEY'S GONE!



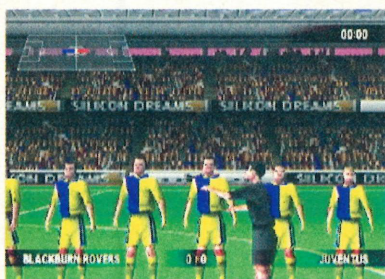
**INJURY** THERE'S NO GREATER DANGER TO A FOOTBALLER THAN INJURY. ONE DAY YOU COULD BE THE KING OF THE WORLD, THEN WHEN YOUR SHIN GOES "S" SHAPED AND YOU CAN NO LONGER MOVE YOUR TOES, LET ALONE KICK A BALL... YOU'RE BUGGERED. SOME INJURIES CAN BE AVOIDED IF YOU LOOK AFTER YOURSELF, BUT OTHERS CANNOT, SO WHENEVER YOU BOUND OUT ONTO THE PITCH, YOU'RE CONSTANTLY WALKING A KNIFE-EDGE.



**JIMMY HILL** DESPITE ALL OF THE ABOVE, THERE IS NO GREATER THREAT TO A FOOTBALLER'S CREDIBILITY THAN JIMMY HILL. THIS CREATURE LURKS IN THE SHADOWS, RAMBLING RANDOM SENTENCES WHILST FENDING OFF SCORN FROM FELLOW MANELETISTS. BASICALLY, IF JIMMY LIKES YOU AND THINKS YOU HAVE GOOD POTENTIAL, NOT TO MENTION A KEEN HEAD AND A SOUND FASHION SENSE... YOU MIGHT AS WELL BECOME A BRICK-LAYER!



[ABOVE] The changing room options are limited - you can select formations, tactics, and edit the squad.



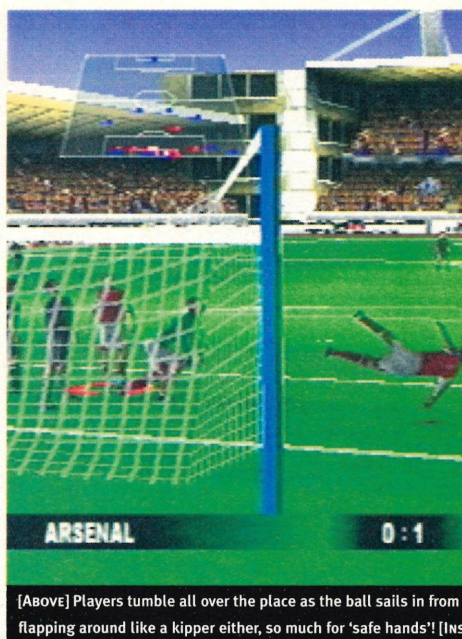
[ABOVE] The environments are quite cool. It will start and stop raining during matches for example.

## GOLDEN BALLS

It's a very bizarre state of affairs when all of the new footie games are awarded 'Play Classics', but the fact of the matter is that they all offer a different game of football that work well their own various ways. *Actua Soccer 3* is for the quick-minded devotees of the lower-league clubs, *FIFA*



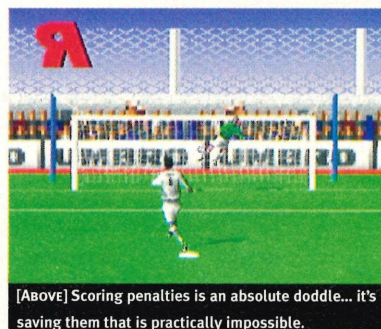
[ABOVE] After all the previous panic and flapping as the corner sailed into the danger area, the inevitable occurred... the ball sailed effortlessly, and unchallenged into the corner. The goalie can only watch like a goon!



[ABOVE] Players tumble all over the place as the ball sails in from a corner. It doesn't help that the goalie is flapping around like a kipper either, so much for 'safe hands'! [INSERT] There are plenty of stadiums included!



[ABOVE] The half-time report is once again delivered by Ray Wilkins... and is equally as wooden!



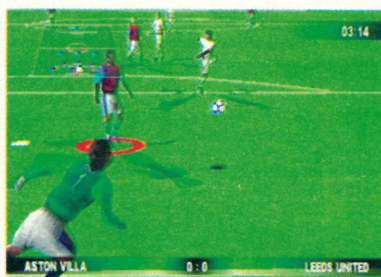
[ABOVE] Scoring penalties is an absolute doddle... it's saving them that is practically impossible.

'99 is for the p\*\*\*ed-up after pub brigade that like easy to pick up and play action, and this game is for the purists. A great deal of thought has gone into capturing the true grit and satisfaction that can be derived from football, and as a result you can string together some breathtaking moments of skill and precision movements that'll have the crowd

chanting "It's just like watching Brazil" no matter what team you're playing as (yes, even Leeds!)

What we really like about this though is the goals - there is such a variety to score that you never get tired of watching the same old strikes... and when you bang one in from just inside the halfway line, you know that this game comes quite close to the real thing.

The look and feel of *MOWLS'99* differs to any other football game. Instead of getting that drifting, floaty feeling of gliding over the turf, you actually get the impression that you're trudging down the pitch (although sadly the feel doesn't differ for the numerous weather conditions on offer). The players themselves are a vast improvement on the previous



[ABOVE] You can sit back and watch replays from any player perspective... "Eh? Where did that ball go?"

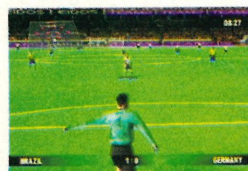




[Above] Dodgy leg aside, the graphics in WLS '99 have been greatly enhanced, and when you're playing normally, they look and move almost exactly like the real thing.



[Above] The corners are a great way of scoring spectacular goals!



[Above] The goalie rolls up to hoof the ball out, but you're gambling with possession when you do!



[Above] You can customise the camera angles if you want...



[Above] What a strike! On a half-volley from a long cross, the United player catches the ball perfectly and sends it rocketing into the top corner. The goalie didn't stand a chance!

outing, they are more detailed and possess more frames of animation – we especially liked the way in which they stagger off-balance after crossing the ball from a run. In fact the only area in which the animation is duff is when the ref prances over like a t\*\*t and shows you a card, the way he runs off afterwards is nothing short of awful.

## RONALDON'T

There's a lot to keep you occupied in the one-player mode. Tournaments, Practice modes, cups and especially the season do well to keep you plugging away and fine-tuning your skills for those all-important two-player grudge matches.

Our favourite was the Full Season Mode because you'll go through and play all of your regular league fixtures, then every now and again you'll meet other clubs for the cup fixtures. After you win the league and indeed the cup, you'll be gifted with another short speech by the boy wonder before taking part in the World League, a new feature for the hardened players, which is a bit like the Champion's League, except unlike the last game, it actually



[Above] High crosses from the wings provide great opportunities for players to perform extravagant over-head kicks and suchlike. [INSET] Both sets of teams march out onto the pitch to do battle, but not before the coin toss!



[Above] Jimmy Floyd strikes the ball low and hard, but luckily the keeper was more than equal to the task!



[Above] There are a variety of tackles to use, some send the opposing players tumbling to the turf.

## "This is a fabulous football extravaganza..."

works! That is, apart from a small bug that means you'll have to play against your own team!

Longevity is an element that is, and has always been sadly lacking in videogame football. Most games are great fun and stunning to look at to start with, but once you master the goal-scoring methods and win all the honours, there's precision little else to keep you interested.

Michael Owen's WLS '99 breaks the mould and offers great long-term play, more-so in the two-player stakes. To master and win everything takes time and

effort, the dividends for which are immensely satisfying. Although the game has been out a while, and some of you are probably dubious about buying it after 'hush, slip it on the shelf' marketing tactics, this is a fabulous footie extravaganza that is well worthy of the great Michael Owen's name. Now go buy!

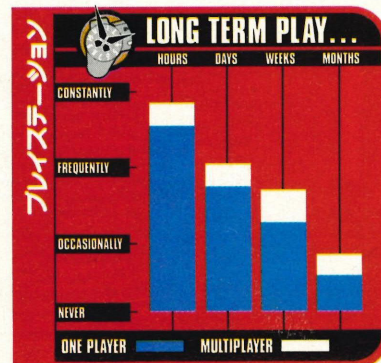


LOOKS	●●●●●○
SOUNDS	●●●●●○
GAMEPLAY	●●●●●○
VALUE	●●●●●○
SKILL	●●●●●○

# 93%

Michael scores a blinder with his PSX debut!

Alternatively:  
Actua Soccer 3 92%  
FIFA '99 91%







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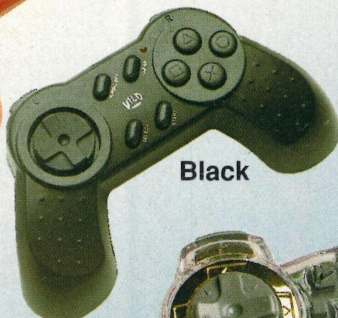


Grey

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# R-TYPE DELTA

**GIANT GENETICALLY-ENHANCED MUTATIONS OOZE, DRIBBLE AND CLANK THEIR WAY THROUGH ANOTHER SIDEWAYS-SCROLLING BLAST-FEST.**

How do they

do it? Irem, the Japanese company responsible for redefining the sideways

scrolling shoot-'em-up has laid an ace on the table again with a stunning remake of its most infamous title. Over a decade ago (1987) *R-Type* appeared in arcades and blew us all away with its fantastic weapons system and gruesome backdrops that looked more like the inside of a cow's digestive system than the depths of space. Yuk! They looked fantastic though – that's if you could prevent yourself from chundering as you frazzled the

**PLAY**  
information

Publisher: Irem  
Supplied by: Department 1 on  
0171916 8440  
Price: £59.99  
Release date: Out now (import)



ONE PLAYER



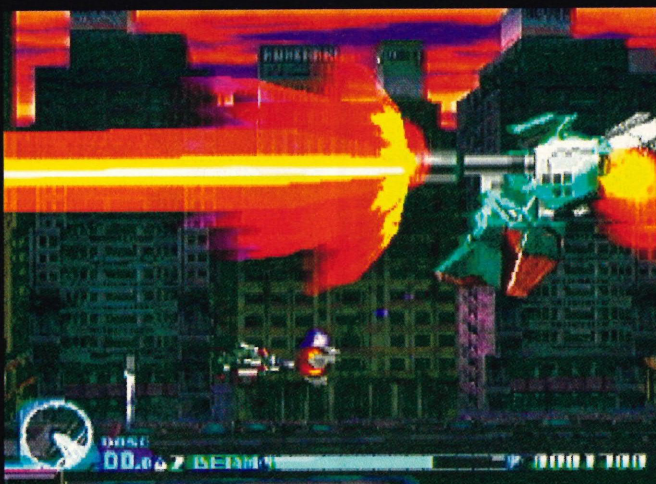
MEMORY CARD



DUAL ANALOGUE



[Above] Giant blocks of, erm, something heavy gracefully tumble downwards in the sub-aqua levels.



[Above] This floating biped appears with a jetpack strapped on at the beginning of the game. Fans of the original will instantly recognise this massive gun-wielding tyke. Piece of cake.



[Above] It's like the 4 July on every screen. This lumbering colossus may look like the end-of-level guardian, but in reality he's merely a mid-level trainee. When he blows, there's a hailstorm of flaming debris. Cool.



[Above] The gameplay, though fiendishly tough, draws you on to complete level after level.

grotesque, multi-limbed inhabitants that slurped and slobbered around each level.

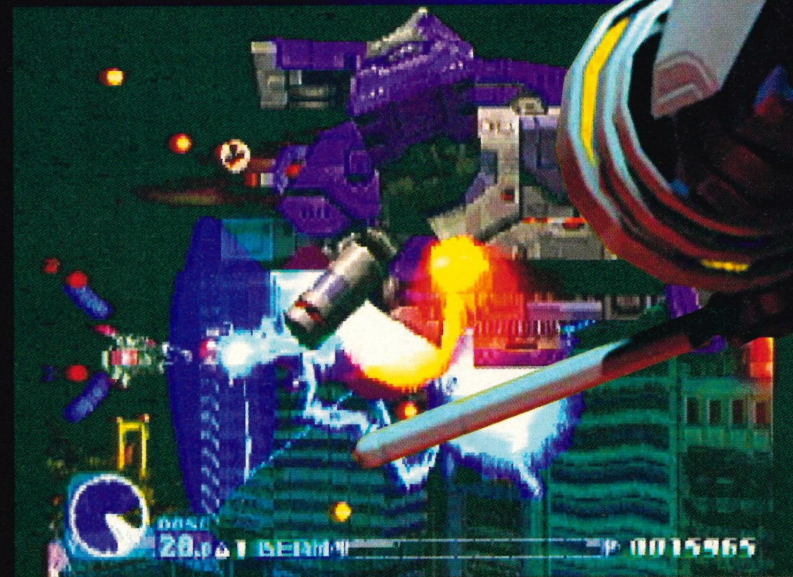
## BIO-HAZZARDS

Since then, there's been a steady flow of commendable sequels and a PlayStation specific compilation, fiendishly entitled *R-Types*. *R-Type Delta* is the latest creation

**"It's certainly the best looking version to date..."**

and takes the famous name successfully into the realms of pseudo 3-D. Square's outstanding *Einhander* was the first to successfully shift the camera angles around, but as with *Delta* it's fundamentally a 2-D game.

Mammoth polygonal bosses and sub-bosses lurch in and out of the screen as you dart around in the usual way. Even the backgrounds shift around, tilting smoothly as you frantically try to



[Above] Another floating monstrosity replete with death-spewing hardpoints. As with many of the bosses, you can either go for the 'big hit' quick kill, or pick the weapons off at your own leisure. Excellent fun either way.



## HISTORY...

HOW DID IT ALL START? DO YOU KNOW YOUR SUPER R-TYPE FROM YOUR R-TYPE LEO? HERE'S A BRIEF, POTTED HISTORY OF 'R-TYPE-Y' EVENTS.



1987 - R-Type (Arcade)  
1988 - R-Type I, R-Type II (PC)  
1989 - R-Type II (Arcade)  
1991 - R-Type (Gameboy);  
Super R-Type (Super NES)  
1992 - R-Type Leo (Arcade);  
R-Type II (Gameboy)  
1993 - R-Type III (Super NES)  
1998 - R-Types (PlayStation)



avoid the steady drizzle of enemy plasma and cluster bombs, but you never find yourself wavering from the 2-D plane. And all the better it looks for the change too.

If you haven't played an R-Type game before, *Delta* is a treat for eyes - it's certainly the best looking version to date. Devotees of the series will find the gameplay reassuringly familiar too as many of the attack waves have been replicated for that unique 'R-Type' feel. It may have taken a giant step in the looks department, but it still plays breathtakingly well. Even though the polygon-generated worlds which leap vibrantly to life aren't quite as sharp as the sprite-driven predecessors, they're gorgeous to behold. Limb movement, explosions and in particular, the way enemies break up from the relentless, blazing onslaught of your ship's arsenal is stunning.

To increase replayability, Irem has included three ships to choose from - the classic R9, the R13 and the enigmatic R-x. Each one offers its own strengths and weaknesses, but they all have a chargeable beam laser. There's also a new 'Dose' system, whereby enemy energy can be absorbed to fill a special gauge that allows you to unleash the ship specific Delta Weapon. On combusting, this mutha bends and folds the entire screen (black hole fashion) obliterating everything in its wake. Shake it baby!



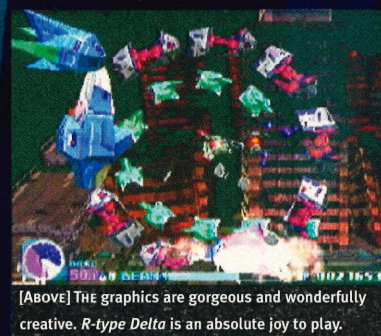
[Above] This is a proper end-of-level boss. Guns and nasty rocket launchers bristle from every part. Staying alive is an exercise in dexterity. [Inset] Avoid the giant thrusters and send in your detachable Force weapon.

## HYDRAULIC

There are seven gigantic levels, comprising of some of the most enormous stomping bosses we've ever seen. Many of them are a few screens wide - and they're just the mid-level warm-ups. Gameplay is the same as ever, you have to learn the patterns and throw yourself in against the bosses trying to discover their weaknesses only to return again a bit more the wiser.

That special compulsion to play again washes over you once you've been killed too, and there are only a limited number of continues, which means the longevity is securely in place for a change. At a stunning 60 frames-per-second, grumbles of maintaining the smoothness in the third dimension are few and far between, but occasionally the action (some could argue inevitably) groans under the weight of so much going on and it slows down ever-so slightly.

R-Type *Delta* is simply amazing and amazingly simple to play. Why not bring



[Above] The graphics are gorgeous and wonderfully creative. R-Type *Delta* is an absolute joy to play.

back the winning formula and chuck a tried and tested game engine into a new pair of trousers? You'll be blasting those slimeballs and genetic mutations for hours and hours even if it drives you to distraction trying to complete the darn thing. Once and for all, this game proves that oldies can be goodies... Recommended.



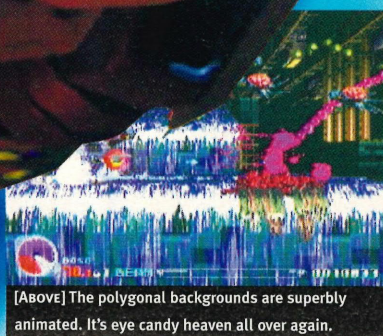
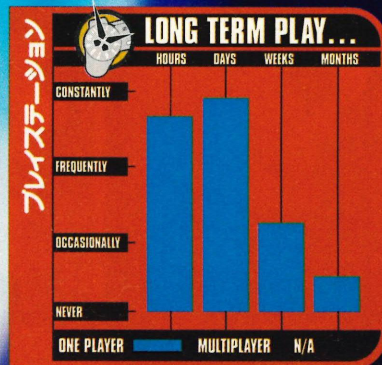
# PLAY

LOOKS: ●●●●●●●●●●  
SOUNDS: ●●●●●●●●●●  
GAMEPLAY: ●●●●●●●●●●  
VALUE: ●●●●●●●●●●  
GIBLETS: ●●●●●●●●●●

# 90%

Sheer shoot-'em-up perfection

Alternatively:  
Einhander 91%  
R-Types Out now



[Above] The polygonal backgrounds are superbly animated. It's eye candy heaven all over again.



# TWISTED METAL III

**TWISTED METAL GETS A MAKE-OVER FROM BIG BUSINESS, BUT EMERGES MORE AS A COURTNEY LOVE THAN A COURTNEY COX.**

**PLAY** information



Publisher: Sony  
Supplier: Department 1  
on 0171 916 8440  
Price: £59.99  
Release date: Out now (import)



ONE PLAYER



MULTIPLE PLAYERS



MEMORY CARD



DUAL ANALOGUE



SPLIT-SCREEN



[ABOVE] Oh no! That *Twisted Metal* monster who was keen on blasting you into the lava in the second game is back, and he wants your blood. Minion just won't die!







[ABOVE] The curious new Rain weapon has a tendency to backfire on you if you're not used to it. Once launched into the air, it waits for your command before raining down and exploding.

## Despite the

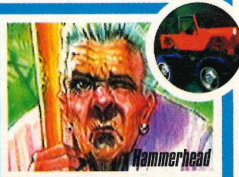
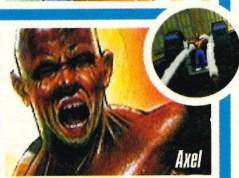
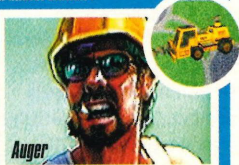
awfully dated graphics and less than mentally challenging gameplay, we

still love *Twisted Metal 2*! For a game that came out at the end of 1996 in the US, it must be some sort of office record for software longevity that it can still be brought out, just for the sake of completing it another time.

Somebody with a suit and a cigar somewhere must have realised that the series had enormous selling potential if it was linked with the resources of a big company, because *Twisted Metal III* was made by a development team who had nothing to do with the creation of the first two games and just happens to be 989 Studios, Sony's own US coding team. *Twisted Metal* conceptualiser Single Trac seemingly sold out to GT Interactive, but then went on to make its own unofficial third *Twisted Metal* fire-fest under the name of *Rogue Trip*. Luckily, that one turned out to be a real winner!

## PIT CREW

Big changes have been made to the existing *Twisted Metal* game model. Is your favourite character still there, or have they been lost in the transformation?



[ABOVE] In London it's possible to teleport behind the advertising signs at Picadilly Circus, then blast 'em.



[ABOVE] John Lennon probably wouldn't approve of his Roller being used in such brutal warfare, but driver Flower Power wants to make her point heard. [INSET] Calypso, the evil mind behind the *Twisted* tournament.

## TAILGATE

The Sony approach gives *Twisted Metal III* a leaner and cleaner look that is instantly recognisable as being different from the affectionately known patchy appearance of the preceding titles. The scenery doesn't break up anymore, the vehicles are defined much better and most importantly the frame rate is firmly locked. Smooth motion is one thing which always evaded the previous *TM* car battlers and physically made them tougher to play, especially in two-player mode. *TMIII* handles drawing two screens like a pro, and scoffs at the challenge of animating constant explosions and five or six active enemy cars.

The typically barmy bunch of characters are a mixture of old *Twisted Metal* veterans and a few newbies.

## "Every stage of *Rogue Trip* beats those of *TMIII*..."

Regardless of their histories, every one of these psychotic animals has arrived to win the *Twisted Metal* tournament being run by disfigured nut case Calypso. Being an all out battle to the death, they've come suitably tooled-up.

## TRUNK

Mounted machine guns with endless ammunition come as standard on all 12 vehicles and secondary weapons like dynamite, homing missiles and napalm can be collected in the battered play fields and fired at will. What sets the cars apart is their speed, handling and special weapons.

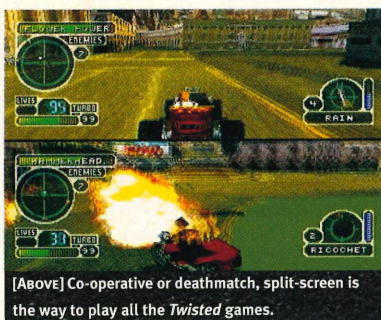


[ABOVE] Usually it's not such a good idea for Spectre to attack at such close range, but some chances are just too appealing. [INSET] Forget stuffy archaeologists, all you need to open a sealed Egyptian tomb is a Mini Cooper.



## PIT CREW

These guys were all old hands at this global car battle stuff, and show up every year to try Calypso's sadistic tournament. Warthog could use some moisturiser.



[ABOVE] Co-operative or deathmatch, split-screen is the way to play all the *Twisted* games.

Auger, an earth-moving machine, is a sitting duck with the top speed of a brick and matching manoeuvrability, but the yellow steel construction yard shell makes for tough armour and its huge rock drill is a very nasty special weapon.

At the other end of the spectrum is Spectre, upgraded from the Sixties Corvette of the same name in *Twisted Metal 2* to a Viper GTS, he has enough horsepower to outrun a Fire missile and the turning circle of a *Tron* lightcycle, but his wafer thin General Motors plastic body wouldn't stand up to a bee sting. Monster truck, dune buggy, ice cream van – the choice is yours!

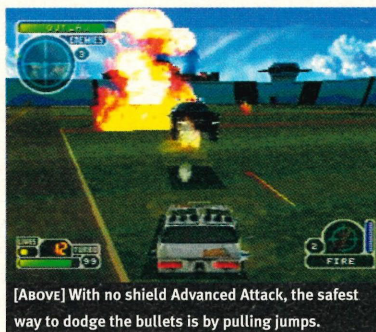
## RAGTOP

The bad news is that overall handling is more realistic than the previous *Metal* games and as such detracts from the rapid running and gunning gameplay. It may not have been real, but in *TM2* the cars responded with the speed of your reflexes and were happy to flick round 180° in an instant. Now it's more of a three-point turn affair, and the less said about the clumsy reversing the better. Oh, and although most of the trademark Advanced Attacks are there (one for freezing enemy cars, one for leaping into the air and so on) the ever so helpful shielding bubble has just gone.

Eight large levels await your noisy arrival – 11 with the right cheat codes –



[ABOVE] Unlock the saucer in Hangar 18 and its bay door leads to a secret location and special weapon just for you. [INSERT] Outlaw is looking a bit worse for wear, but that's been in all three *Twisted Metal* games!

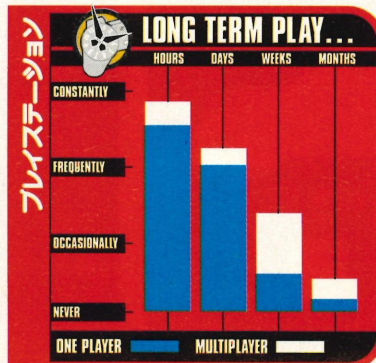


[ABOVE] With no shield Advanced Attack, the safest way to dodge the bullets is by pulling jumps.

but the design ranges from the thoughtless Washington DC, which is a big rectangle of flat land with the Whitehouse at the end, to the good-but-not-great London, which has many streets and places to hide, but is barren of all life. There's nothing close to *TM2*'s vast and varied Hong Kong level, complete with working tube train routes and just about every stage in *Rogue Trip* beats those in *Twisted Metal III* for scale, humour and surprises.

## RADIALS

Whatever the secrets were to such brilliant levels, they appear to have left the series along with Single Trac. There aren't even any *Twisted* fans to run



## "The new look *Twisted Metal* is rather bland..."

down and shoot anymore – too tasteless for a huge company to condone?

The new look *Twisted Metal* is bland when compared to the raw feel of its forefathers, with arenas and controls that seem to have been created without the spirit of the series in mind. The bonus of a fresh approach has been the superior, solid graphics and that firm frame rate, together with a few other nice visual touches and the distinctive howl of Rob Zombie on the soundtrack. All this is not as important as gameplay though, where *Twisted Metal III* is merely sufficient next to the engrossing pandemonium of *Rogue Trip* or *Twisted Metal 2*.



LOOKS	●●●●●●●●○
SOUNDS	●●●●●●●●○
GAMEPLAY	●●●●●●●●○
VALUE	●●●●●●●●○
GASKETS	●●●●●●●●○

# 69%

Not nearly twisted enough!

Alternatively:  
*Rogue Trip* 92%  
*Twisted Metal* 78%



[ABOVE] If there's one thing that freaks us out, it's those nasty clowns, and the guy behind the wheel of the ice cream van is the most horrible Coco you're likely to find. Get away from me!



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  - ◆ Armored Core: Project Phantasma
  - ◆ Assault Rig
  - ◆ Auto Destruct
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  - ◆ Bio Freaks
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  - ◆ Time Crisis
  - ◆ Tobal Number 1 & 2
  - ◆ TOCA
  - ◆ Tokyo Highway Battle
  - ◆ Tomb Raider 1 & 2
  - ◆ Tommi Makinen Rally
  - ◆ Toshinden 1, 2 & 3
  - ◆ Total Driving
  - ◆ Total Eclipse Turbo
  - ◆ Total NBA '97 & '99
  - ◆ Treasures of the Deep
  - ◆ Triple Play '97, '98 & '99
  - ◆ Tunnel B1
  - ◆ Twisted Metal 1, 2 & 3
- V**
  - ◆ V-Rally
  - ◆ V-Tennis
  - ◆ Victory Boxing
  - ◆ Vigilante 8
  - ◆ VR Baseball '97
  - ◆ VR Powerboat Racing
  - ◆ Vs
- W**
  - ◆ War Craft 2
  - ◆ War Games
  - ◆ War Gods
  - ◆ Warhammer: Dark Omen
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  - ◆ WCW Vs The World
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  - ◆ Wipeout & 2097
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  - ◆ WWF In Your House
  - ◆ WWF War Zone
  - ◆ WWF Wrestlemania
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  - ◆ X-Com 'Terror of the Deep'
  - ◆ X-Men: Children of the Atom
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- Z**
  - ◆ Zero Divide 1 & 2

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# APOCALYPSE

**LOCK AND LOAD FOR ACTIVISION'S 'INSTANT HIT AND THAT'S IT' FORCED-PERSPECTIVE SHOOT-'EM-UP. OH, AND BRUCE WILLIS STARS AS THE MAIN CHARACTER.**

"It's time to

open up a can of Whoop Ass!" He might not quite be in Duke

Nukem's league when it comes to drop dead on-liners, but Bruce Willis – the follically-challenged Hollywood action hero – is the ideal candidate to slip on a sweat-soaked, digital vest and take on an army of bad guys. It's cost Activision an arm and a leg to involve him on such a personal level and following arduous, ney, painfully lengthy delays it's here. But has it been worth the wait? Unfortunately not, and to add fuel to the fire of suspicion, the game will have been out on the shelves for quite a few weeks by the time you read this. Tsk, tsk.

*Apocalypse*, as the title suggests isn't about cars or fluffy little cartoon

characters leaping playfully on sugar-coated platforms going "Gneep, Gneep." It's about guns, gore and slobbering, giant bosses. Before you've got time to utter one of Brucie's hideously contrived on-liners – try "Oh, you want some too?" – you're mowing down legions of advancing blocky robots and watching fountains of tomato sauce spurt skyward amidst blood-curdling screams of agony.

*Apocalypse* is a cross between *One*, *Robotron* and *Contra*. In fact it's so close to ASC Games' *One* that you could be forgiven for doing a double take. But thanks to an inspired weapons control system using the four facia buttons, it plays infinitely better. Your default

**"Plenty of guns, gore & slobbering bosses..."**

**PLAY**  
information



Publisher: Activision  
Customer support:  
01895 456 700  
Price: £39.99  
Release date: Out now



ONE PLAYER



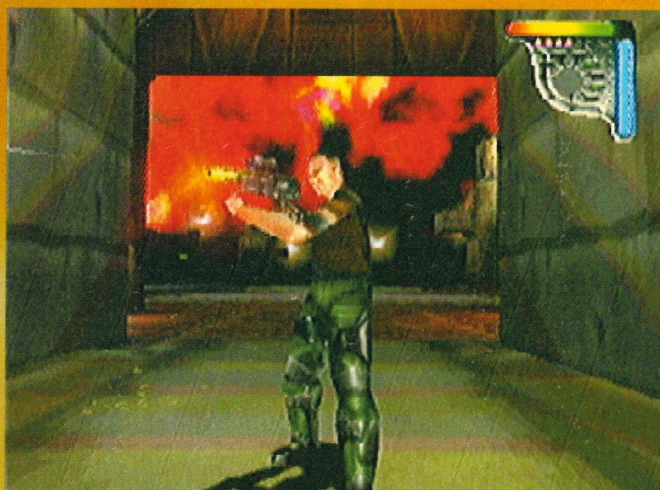
MEMORY CARD



DUAL ANALOGUE



[ABOVE] This metal colossus may look mean, but a bit of dodging and ducking will soon outwit the thing.



[ABOVE] Here's the man himself (bald spot and all). The likeness is pretty good, right down to his mannerisms. Even the FMV sequences were done by 'His Royal Bad Assness'.



[ABOVE] Quite often you feel as though you're 'on rails'. Take this taxi riding section, you can only fire left and right until you reach the end of the section. One of the better looking sections however.



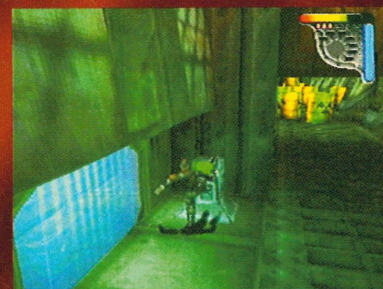


[ABOVE] Explosions are high on the list of priorities in *Apocalypse*, it's just a shame that the rest of the graphics are so rough. [INSET] Run along and strafe with the other boys. There's a good lad.

weapon, the machine gun can cope with just about every foe and by rotating your thumb clockwise or anti-clockwise on the buttons, Bruce will fire through 360 degrees – including into the screen, which looks terrific.

## MOONLIGHTING

The press release talks of “a fearsome force of unmatched evil approaching an unsuspecting future Earth” and they're not wrong. The meddling foursome Famine, Pestilence, Death, and Jimmy Hill... or rather in this game – Death, Plague, War and Beast – collectively known as The Four Horsemen Of The



[ABOVE] Perfunctory tasks such as kicking open doors and pulling levers interrupt the action... not for long.

*Apocalypse* are back in town and they're after your skinny hide. Playing the uncannily life-like Bruce (check out the way his mannerisms and er, bald patch have been replicated in the quality FMV sequences), you've got to find these decaying miscreants and hose 'em down. Capiche? The action is viewed from a roving over-the-top



[ABOVE] Another face looms up on one of the 'groovy' video screens. It's M-TV for the violent generation.





[Above] Players can turn a full 360 degrees – even firing into the screen if need be. A nice touch. If only the programmers could have improved the overall graphics to the same degree.

## HARD MEN

IN A HEAD TO HEAD BATTLE, WHO'D WIN BETWEEN BRUCE AND DUKE? NOT EVEN CLOSE IF YOU ASK US, BUT HERE ARE THE RESULTS OF OUR IN-DEPTH SURVEY? EACH MARK IS OUT OF A MAXIMUM OF 10. GENTS, START YOUR BATTLE!

Toughness	7	9
Weapons	7	10
Babe Factor	3	9
Level count	5	9
Humour	2	10
Enemies	6	9
Baldness	10	0
One Liners	4	10

AND THERE WE HAVE IT LADIES AND GENTLEMEN. THERE CAN BE ONLY ONE WINNER AND THAT ACCOLADE GOES TO MR NUKEM. I THANK YOU.



[Above] That's better! There are plenty of first aid kits around.



[Above] Huge helicopter gunships pepper the streets with cluster bombs, ripping the roads apart to reveal bubbling river of lava. This would never have happened in *Volcano*.



third-person perspective and works well most of the time.

Problems occur when great chunks of scenery get in the way, though. Often, you need to strafe out of the way of a volley of incoming plasma only to disappear for two or three panic-stricken moments behind a pillar or bridge.

Usually you're too busy gritting your teeth peppering destructible scenery and enemies whose internal organs burst into clouds of glistening viscera to notice, but we like to moan about anything here and it does obstruct player progress. Luckily, there are more than enough checkpoints on all the difficulty settings to stop players getting frustrated, but other aspects of the gameplay and general look slam the door firmly shut on *Apocalypse* becoming anything like a memorable experience.

## GOOD GAME!

Like *One*, you're swept along on rails half of the time. Yes, it keeps the tempo up and you never quite know what visual treat (and we use that term charitably) is



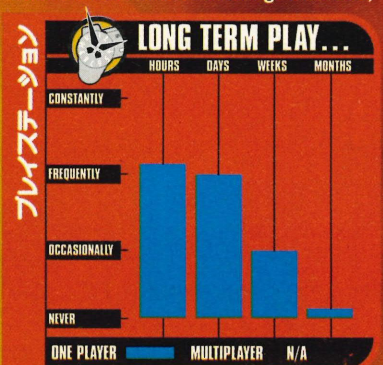
[Above] Run down the City level to a violent metal shred soundtrack. At certain intervals, huge video screens showing you pop group Poe appear. [INSERT] An example of the damage that the brilliant flame-thrower can inflict.



[Above] The game's a bit on rails. You have no choice but to jump down into the neon lit underworld. Bah!

going to hit you next, but it doesn't look as though the phrase 'room for manoeuvre' and the word 'exploration' were part of the design spec on *Apocalypse*. Like a rollercoaster ride it's instantly gratifying, but you're not in charge of your own destiny.

What's missing is the opportunity to check out the environment – *ODT* is a better example of the sort of freedom we're talking about. If we wanted to really stick the knife in (and twist) we could harp on about the ragged, blocky graphics, slowdown and the way the camera shuffles around desperately trying to provide cinematic, yet practical views. Why then can't we stick *Apocalypse* in a box, bury it and have done with the whole shebang? Because,



## "Gratifying, but you're not in charge of your destiny..."

even though there are more flaws than The Empire State Building, it's remains engrossing, albeit to a limited degree.

It's non-stop action all the way as you fight through 12 levels, including prisons, cemeteries, city streets, sewers, war factories and other grim futuristic places. The way you use the weapons – flame-throwers, homing missiles, rip laser and the all-shredding Particle Beam – guarantees an almighty fireworks display. Apparently the big guy recorded over 800 phrases for in game speech – I wonder how much he got paid per word? The last word in this review goes to Mr Willis though: "Are we havin' fun yet?"



LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
BALDNESS	●●●●●●●●●●

# 65%

Big on thrills, low on lasting gameplay

Alternatively:

One 88%  
C: A Contra Adventure 49%





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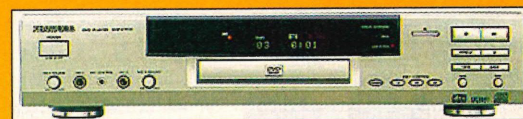
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# ALL STAR TENNIS '99

**GREAT BALLS OF FIRE! TENNIS HAS GONE CRAZY AND THERE'S A RIP IN TIME! READ ON...**

## All Star Tennis

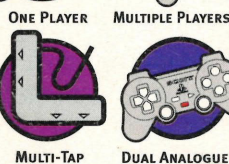
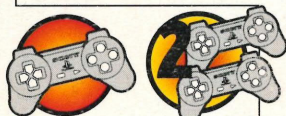
is blowing its own trumpet a bit because its name would suggest a game

chock-full with every tennis great from Fred Perry to Cliff Richard. Don't be fooled though because not even Greg RudeJetSki (or whatever his name is) appears. The 'stars' that do appear though would probably jump at the chance at lounging on the GMTV sofa plugging their new biography. You know the type. Despite its cheeky, somewhat misleading title, *All Star Tennis* occasionally serves up an ace and certainly adds to the genre with its own unique twist on the summer game.

**PLAY**  
information



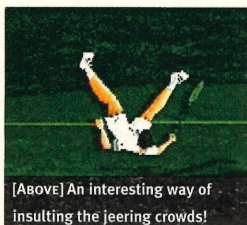
Publisher: Ubisoft  
Customer support:  
0181 9449000  
Price: £39.99  
Release date: Out now



## YESTERYEAR



THERE HAVE BEEN MANY TENNIS GAMES ON EVERY GAMES SYSTEM, BUT ONLY A FEW OF US REMEMBER THE FIRST. ATARI'S PONG™! THIS WAS SUPPOSED TO BE FUN... THANK SONY WE'VE MOVED ON!

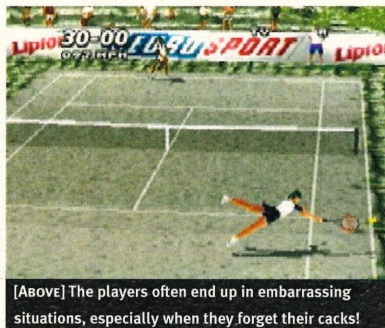


[ABOVE] An interesting way of insulting the jeering crowds!

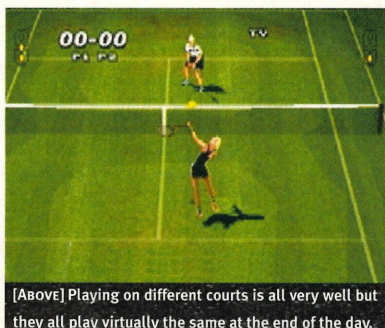
## GAME, SET AND MATCH

Firstly we will look at the standard game of tennis it offers. There are the tournaments, singles and doubles matches, friendly matches, all the usual fare and these games can be played on various courts across the globe.

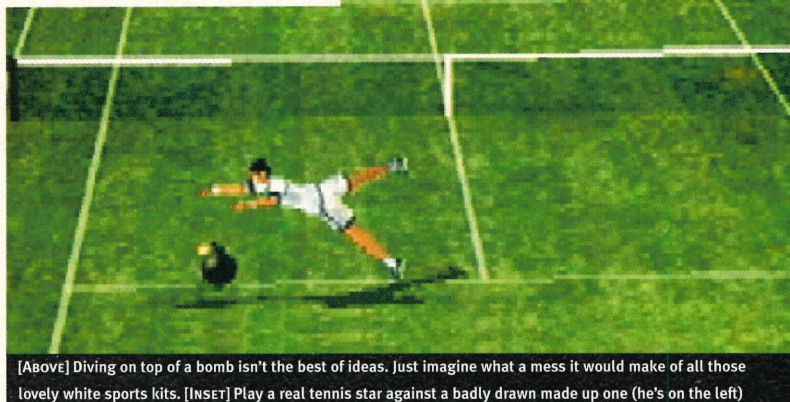
The courts are also a bit cheeky because although the colour of the ground and crowds change, an indoor court plays like a grass court, which in



[ABOVE] The players often end up in embarrassing situations, especially when they forget their cacks!



[ABOVE] Playing on different courts is all very well but they all play virtually the same at the end of the day.



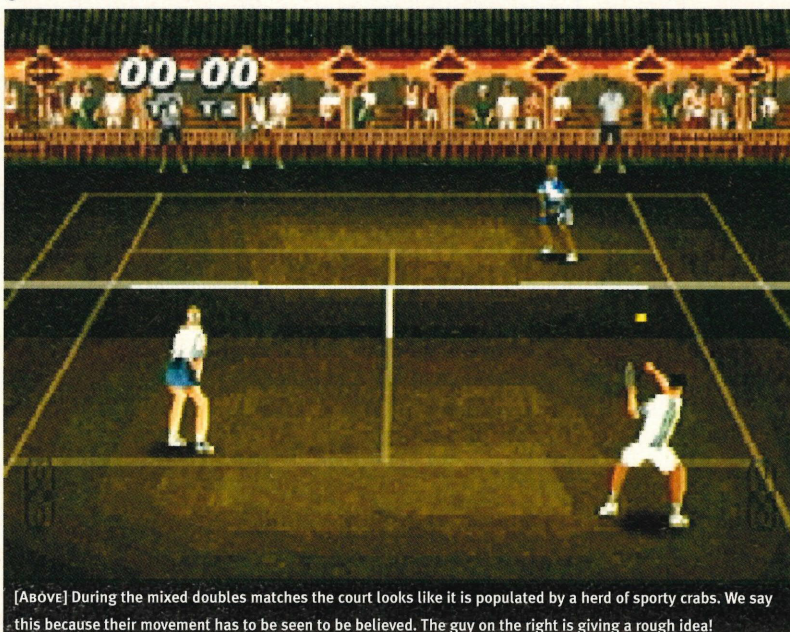
[ABOVE] Diving on top of a bomb isn't the best of ideas. Just imagine what a mess it would make of all those lovely white sports kits. [INSERT] Play a real tennis star against a badly drawn made up one (he's on the left)

turn, plays like a clay court. Serving is a bit simplistic because it basically requires little more than the pressing of a button in order to launch the ball, so skill and timing become redundant. There are no power gauges that would have clearly helped to make *All Star Tennis* a full on tennis sim for those hardened professionals

The players are well animated and get into tantrums if they consider the umpire to be wrong and when lobbing the furry green ball at one another their racket

control is gorgeous. They look a bit daft when walking and running though, because they look like crabs. It's as if their knees are opposing sides of a magnet, they just don't want to get close! Other humorous touches are crowd encouragement and the occasional mobile phone that goes off to much sniggering.

**"This game isn't taking itself too seriously..."**



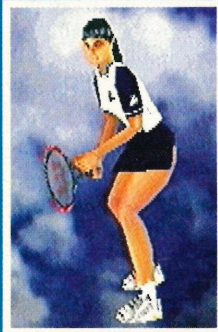
[ABOVE] During the mixed doubles matches the court looks like it is populated by a herd of sporty crabs. We say this because their movement has to be seen to be believed. The guy on the right is giving a rough idea!





[Above] A powerful lob will leave a trail of sparks behind your ball just like real tennis! These shots are extremely hard to stop so remember to use them exactly when you may need them.

## KNICKERLESS



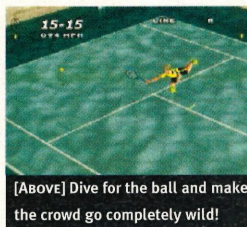
NOW, ALTHOUGH WE DON'T LIKE SHODDY GRAPHICS THIS TIME WE WILL BE FORGIVING. AS YOU CAN SEE, CONCHITA MARTINEZ IS WEARING NO KNICKERS! THAT'S ATTENTION TO DETAIL FOR YOU!

All these aspects suggest that *All star Tennis* isn't taking itself too seriously and when the special games are turned on, *All Star Tennis* comes out of the proverbial closet to declare what a joker it is.

## YOU CANNOT BE SERIOUS!

At first the special moves don't appear to be anything outstanding, there is a power bar that is built up by performing some good shots, then when its at full power you can carry out a killer super shot that is hard to stop. It gets a bit crazy after this.

If you are skilful enough and your power bar is lit up, when you strike the ball it disappears into a time loop vortex type thing which opens up a swirling anti-matter hole in the space continuum on the other side of the net, out of which



[Above] Dive for the ball and make the crowd go completely wild!



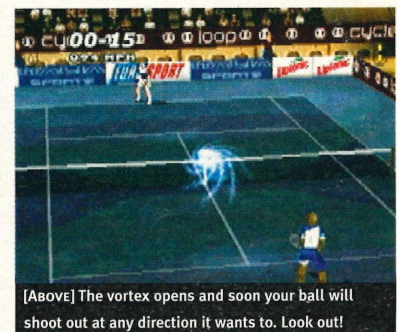
[Above] When playing bomb tennis try and keep on the move or else you will end up flat on your back and feeling very embarrassed indeed!



[Above] When you've pulled off a killer move you can replay every wonderful moment and in every wonderful angle to relive your opponent's humiliation! Try and avoid the bombs though because they will get you too.



shoots your ball with a streak of flames behind it. If that isn't insane enough there is an option that allows you to plant bombs near your opponent when your ball lands, thus blowing them out of their Dunlops. Although many of these features do appear to be tagged on as an after thought they work well at lifting an average game out of the standard experience it would have been... but not quite enough though.



[Above] The vortex opens and soon your ball will shoot out at any direction it wants to. Look out!

A few more options like 'Avoid the mad knife man' or 'Aim balls at Cliff the Christian Crooner' would have been welcomed. A little more attention to detail should have also been considered but if you are willing to approach *All Star Tennis* with a light-hearted disposition then you shouldn't be too disappointed.



## PLAY

LOOKS	●●●●●○
SOUNDS	●●●●●○
GAMEPLAY	●●●●●○
VALUE	●●●●●○
AGES	●●●●●○

# 70%

It's tennis with a twist!

Alternatively:  
Smash Court Tennis 86%  
Tennis Arena 84%





# DARKSTALKERS 3

**THE DARKSTALKERS RETURN FOR ANOTHER BOUT OF BARE-KNUCKLE FIGHTING ON THE PLAYSTATION. WILL GOOD TRIUMPH THIS TIME?**

I was working

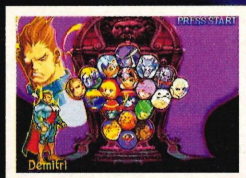
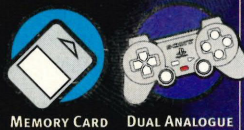
late in the lab one night when my eyes beheld *Darkstalkers 3*. When

*Darkstalkers* was released originally on the PlayStation it wasn't very well received. In fact, the poor blighter ended up on the same shelf as *Revolution X* in the budget titles section. This was a pity, as the original game was highly playable, scoring 88% in issue ten of *PLAY*.

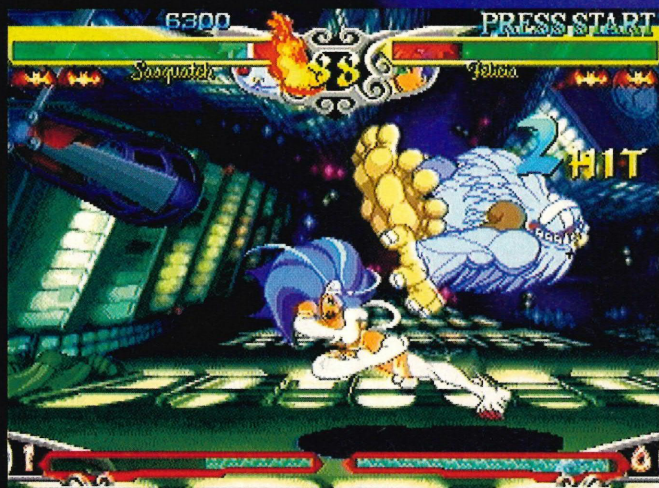
Unfortunately it was poorly distributed in the arcades and released alongside the mighty *Streetfighter*. This, coupled with the lack of media coverage, led to its untimely demise. As with all good horror films (with the exception of *Critters*!) *Darkstalkers* has rebuilt itself from the ashes of failure and produced a masterful sequel.

**PLAY+**  
information

Publisher: Capcom  
Supplied by: Department 1  
on 0171 916 8440  
Price: £59.99  
Release date: Out now (import)



[Above] Lilith gives Jedah the come on, while he wonders if she'll look like a hag, under decent lights.



[Above] No kitty that's my puh pie! Felicia the fast kicking feline kicks ass. Her special moves lack power, so concentrate on using her combos.



[Above] This sort of picture should be in the tabloids. [Inset] Lei Lei shows that flares can be deadly, if worn correctly. As a fighting trouser, there is nothing deadlier.

## FROM THE CRYPT

Okay, as thin plots go this one looks like its holidaying at Hotel Anorexia. Anyway, to cut a long story short, for various reasons each character has a personal vendetta against their end boss and has to fight their way through seven innocent bystanders before they can finally take them to the cleaners.

The route to victory is laid out, stylishly, across an occultist board. Each combatant that has been vanquished

lights the board up eerily, making it even more compelling to continue on the quest for victory.

To begin on your quest you must choose from one of the ten original characters or nine new ones, including the hidden boss character. The forces of good and evil have never been so varied, with a choice ranging from vampires, to werewolves, to humanoid bees – it looks



[Above] A butter knife to the nads is enough to floor the most satanic of monsters. Lei Lei is a veritable cutlery store, dispensing shurikens and silverware in equal amounts.





**"There are loads of moves and combo chains..."**

like someone has opened up a car-boot sale of B-movie monsters for you to send home in a body bag! Thankfully most of them don't rely on the fireball/uppercut moves that have been the bane of the *Streetfighter* games. Each character has their own unique way of maiming adversaries, Lilith, for example, uses her deadly kissing power to swoon opponents, whilst Demitri never fails to put the bite on!

## DARK PRINCE

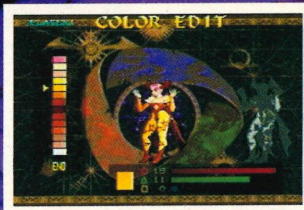
The backgrounds are well drawn and the animation is top notch.



[ABOVE] Tactical nuclear weapons make a handy addition to anyone's packed lunch. Real spicy.



[ABOVE] Bishomen is one of those fighters, that has the good sense to bring a weapon to a fist fight. Why doesn't anyone else take the hint? Fair fighting? Get real. There's no point.



[ABOVE] Never tell a girl she's got fat legs. Not unless you want to be breathing through plastic tubes. At best. [INSERT] Design your own character and personalise your battles. It's all part of the package, and most welcome.

The game runs so fast, if you spot any missing frames of animation you must have preternatural sight. There are so many moves and combo chains to master, you stand no chance of predicting the plot of each match.

New features lurk around every corner, waiting to pounce. There is a Collection mode, where all the new characters and character endings are stored, for your pleasure. An edit character option which allows you to customise your warrior's colours, as well as their names, setting the scene for the ultimate grudge match.

The 'double tap' rush moves are back by popular demand, along with the 'hard pounce' and 'roll when floored', moves borrowed from *Virtua Fighter* and *Tekken*. Of course, the special move bar is right where it should be, giving you access to Earth-shattering moves and eye-watering

combos. Guard breakers and throw reversals are still in, but the absence of the fade into the scenery moves, present in some of the *Streetfighter* games, is a bit disappointing. Also, for some spooky reason, there is still no piggin' team battle mode!

The loading time of the game has been improved over the original, but the less patient of gamers may



[ABOVE] This is gonna HURT! Sasquatch follows up his freeze move with the classic wind up punch. [INSERT] Don't you guys get it? No means no! Lilith gives Sasquatch the brush off. Flash graphics are the order of the day.





## review darkstalkers 3

## CONTENDERS?

Here's a list of the top five characters that are absent from the cast.

**MARILYN MANSON**  
EDITOR'S FAVOURITE AND THE BANE OF ALL GOOD CHRISTIANS, MR MANSON WOULD'VE BEATEN ALL COMERS WITH HIS BOWIE IMPERSONATION.

**THE THING**  
JOHN CARPENTER'S CREATION WOULD SIMPLY HAVE DEVoured AND DUPLICATED ITS OPPONENTS, MAKING FOR A SHORT BUT INTERESTING BATTLE.

**FU MANCHU**  
THE CHRISTOPHER LEE INCARNATION OF THIS GUY WILL END UP GASSING HALF OF LONDON FOR NO CLEAR REASON, THEN SAYING "THE WORLD WILL HEAR FROM ME AGAIN" BEFORE RETURNING FOR THE SEQUEL.

**COUNT BLACULA**  
THE SUPERFLY COUNT WOULD STUN THE 'WHITER THAN WHITE' CAST OF DARKSTALKERS WITH HIS REFERENCES TO M\*\*\*\*\* F\*\*\*\*\* AND T\*\*\* AND GET IN A FEW BITCH SLAPS.

**BRIAN MOLKO**  
JAPANESE GAMES PLAYERS WILL FALL IN LOVE WITH HIS ANDROGYNOUS LOOKS, MAKING HIM THE MOST PLAYED CHARACTER IN THE HISTORY OF COMPUTER GAMES.



[ABOVE] Bullete attempts to feed the five thousand. There's the fish, now where the hell are those loaves.

**"Has the moves and the speed to compete..."**

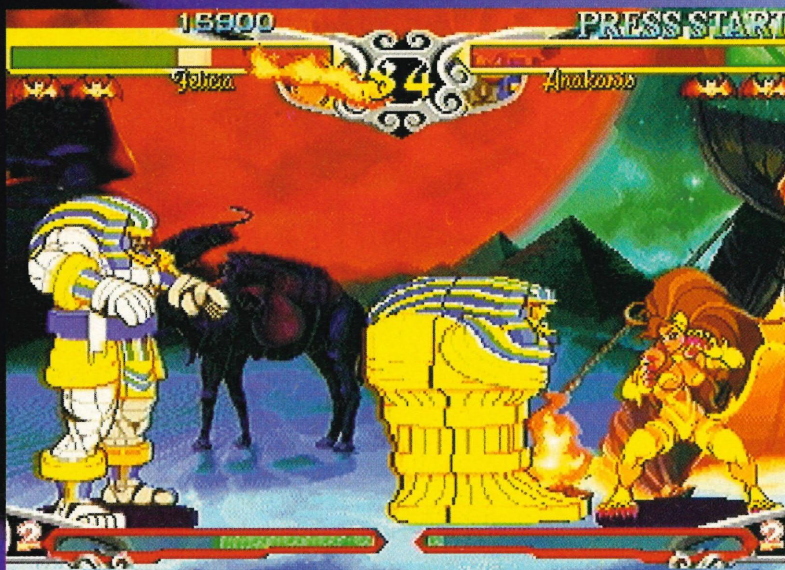
be soon reaching for Tekken 3 between bouts. The music is also highly suspect, lacking the atmosphere and style of the Castlevania sound track, it consists of the usual Capcom jazz/funk, albeit with gothic overtones. Unfortunately this lets the game down a lot, as scene setting tunes are essential for any good horror production.

## THE GIFT

When it comes down to it, *Darkstalkers* has the moves and the speed to compete with the tired 2-D beat-em-ups out there. It has polished graphics, addictive gameplay and nice features. It's a pity then, it will probably be judged by the average gamer as 'just another beat-em-up', and ignored in preference to a glitchy, superficial 3-D fighting title (no names mentioned!) *Darkstalkers* deserves much more than this. It deserves to be reached for during the dark winter nights and played to death and

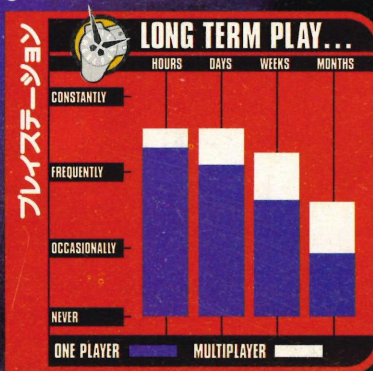


[ABOVE] Felicia tires of Sasquatch's dance routine and floats in mid air as she take a nap. [INSET] Don't make Donovan angry, you won't like him when he's angry. Well, you won't like him anyway, to be perfectly honest...



beyond, whilst searching for the satanic secrets of the float combo.

It is definitely a worthy purchase for mangaphile and beat-em-up fans alike. But you may want to invest in a more flexible pad, as the Sony ones have a habit of mutilating your fingers worse than any of Dr Frankenstein's experiments ever could! Still, a great release.



**PLAY**

LOOKS  
SOUNDS  
GAMEPLAY  
VALUE  
IMPURITY

**89%**

A superb, very scary sequel...

Alternatively:  
Street Fighter Alpha 2 94%  
Darkstalkers 88%



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# CAPCOM GENERATIONS 4

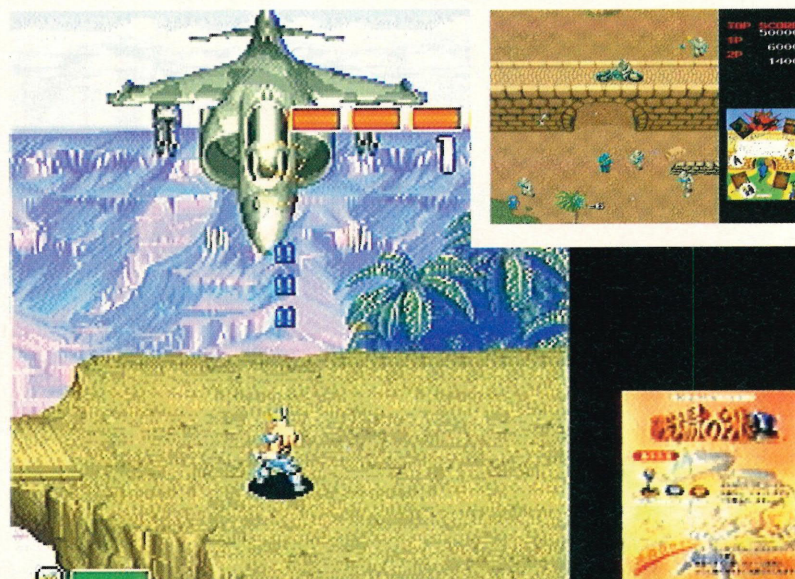
**SO YOU WANNA PLAY THE ORIGINAL COMMANDO, ITS SEQUEL AND GUNSMOKE? YOU GOT IT. THINK HARD BEFORE PARTING WITH THE READIES THOUGH.**

## Capcom's ability

to churn out classic collections from its back catalogue is on

par with the production schedule for a Bernard Mathews turkey roast factory at Christmas. What number are we on? Number 4, that's it. It's a bit anorexic though, consists of just three 'goldsome oldsomes' - *Commando*, *Commando II*, plus *Gunsmoke*.

The first is a cracking game and one that most ardent visitors will remember fondly. I never quite managed to complete it then, regardless of feeding in coins at an alarming rate, but before you could say "only six sprites on the screen," most of us in the office managed completed it within half an hour. Both *Commando* games are two-player shoot-'em-ups, but not simultaneously on screen. It may sound feeble by today's standards, but in



[ABOVE] *Commando 2* is bigger, brasher but ultimately crappier than the original. It's too hard for starters - you generally survive for about 30 seconds if you're lucky. [INSET] This is more like it, the classic *Commando* is best.

the early Eighties, this meant taking turns to run up the screen, all guns blazing. The second player has to sit twiddling their digits until player one cops it. Grrr.

## GOING COMMANDO

It's simple, addictive fun, but somehow the adrenaline rush that coursed through you as you made it to each end stage shoot-out all those years ago, is missing, big time. Curiously enough, original *Commando* plays a damned sight better than it's sequel, which suffers by detracting from the original's simplistic fun elements. *Gunsmoke*, on the other hand, hasn't aged too badly at all. It's tougher than John Wayne's saddle bags and similar to *Commando*, but you can tell that it's new from the increased frames of animation and improved 'special effects'.

There are more levels to contend with and some mean bosses who use all the low-down dirty tricks to kick your derriere,

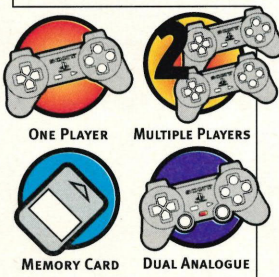
## "The *Commando* collection appears with a whimper..."

but, you'll soon become dispirited and toss the joypad aside well before the sun sets. Had there been half-a-dozen decent games in the pack, *Generation 4* would've scored higher. As it stands, there just isn't enough to justify the inordinately high asking price on import, unless you simply must have a copy of *Commando*.



## PLAY information

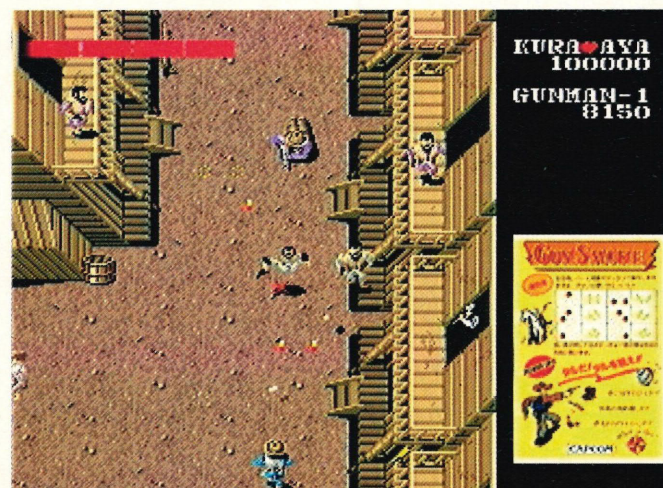
Publisher: Capcom  
Supplied by: Department 1  
on 0171 916 8440  
Price: £59.99  
Release date: Out now (import)



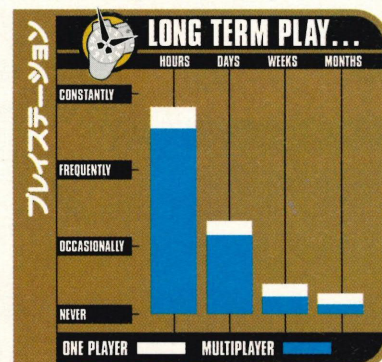
[ABOVE] You've bagged your first low-down-and-dirty sheep rustler.



[ABOVE] Colourful explosions and the chance to drive various forms of transport can't save *Commando 2*.



[ABOVE] *Gunsmoke* is essentially a 1942 clone only you play a gun-slinger for hire who has to hunt down a hoard of unsavoury bandits. Probably the best of this pack.



## PLAY

LOOKS	●●●●●○
SOUNDS	●●●●●○
GAMEPLAY	●●●●●○
VALUE	●●●●●○
LONELY	●●●●●○

# 68%

This once-great warrior should be laid to rest

Alternatively:  
Capcom Generations 85%  
Capcom Generations 1 N/A



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PLAY





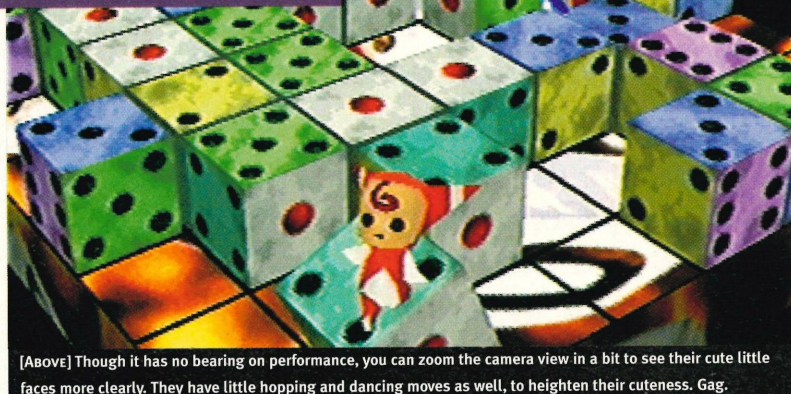
# DEVIL DICE

**NOT, AS YOU MIGHT EXPECT, ANYTHING TO DO WITH GAMBLING, BUT DEMONS WEARING ROMPER SUITS IN SPACE...**

And now for

something completely different! Wordy press releases, over zealous PR people and cunningly edited TV commercials are always trying to tell us that the game they want you to buy and us to review favourably is exceptionally unique. They'll say how we've never seen anything like this car game and that shoot-'em-up, but it's all lies. At no point is this more obvious than when you sit down with something as bonkers as this. It redefines originality.

On a square platform floating in space, you control a little baby devil that in turn moves large multicoloured dice with the aim of making formations of the die that melt into the ground. You can hardly yell, "not another melting-dice-in-space game!" can you? The only thing that looks remotely like *Devil Dice* is outstanding puzzler *Kurushi* (also known



[ABOVE] Though it has no bearing on performance, you can zoom the camera view in a bit to see their cute little faces more clearly. They have little hopping and dancing moves as well, to heighten their cuteness. Gag.

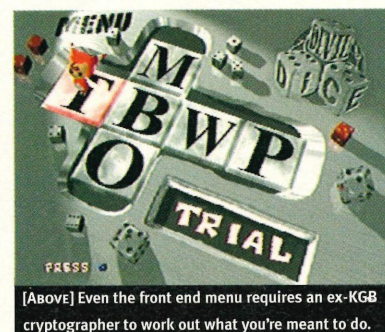
as *Intelligent Qube*) but that's because both games are from the same developer.

## BEDROOM EYES

Owing to the different-suited devils, day-glo dice and stage graphics, *Devil Dice* is many times more colourful than *Kurushi*, and is beautifully sharp as it runs in the PlayStation's highest screen resolution mode. It is, however, about ten times more difficult to play, because of the kinds of maths you have to perform to progress.

The main idea is to roll the die into matching groups – four touching die all showing four dots on their upper face will disappear, as will two twos, three threes

**"You'll swear that it's stupid and impossible!"**



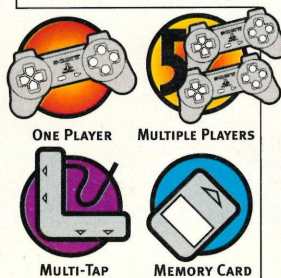
[ABOVE] Even the front end menu requires an ex-KGB cryptographer to work out what you're meant to do.

and so on. As you move into place, the dice you are on tumbles, so it's extraordinarily difficult at first to ensure the required face will be on top upon reaching your position. The key lies in the rule that the number on one side of a dice always combines with the opposite side to add up to seven. You know that if you're standing on a five, then there's a

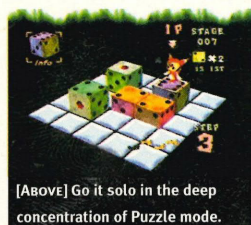
**PLAY information**



Publisher: Sony  
Customer support:  
0881 505 505  
Price: £29.99  
Release date: December '98



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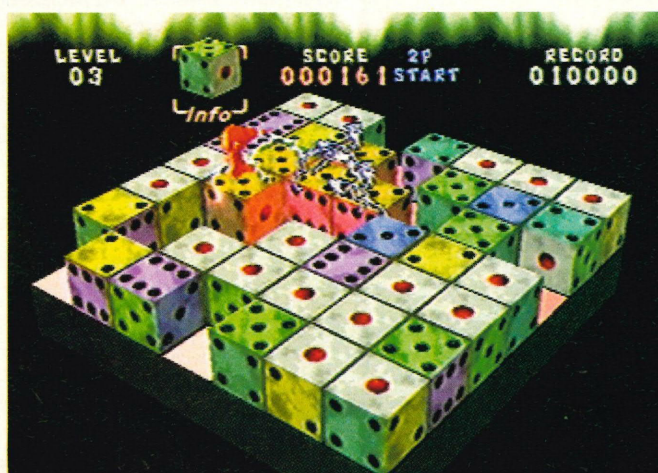
[ABOVE] Go it solo in the deep concentration of Puzzle mode.

## MANUAL DICE

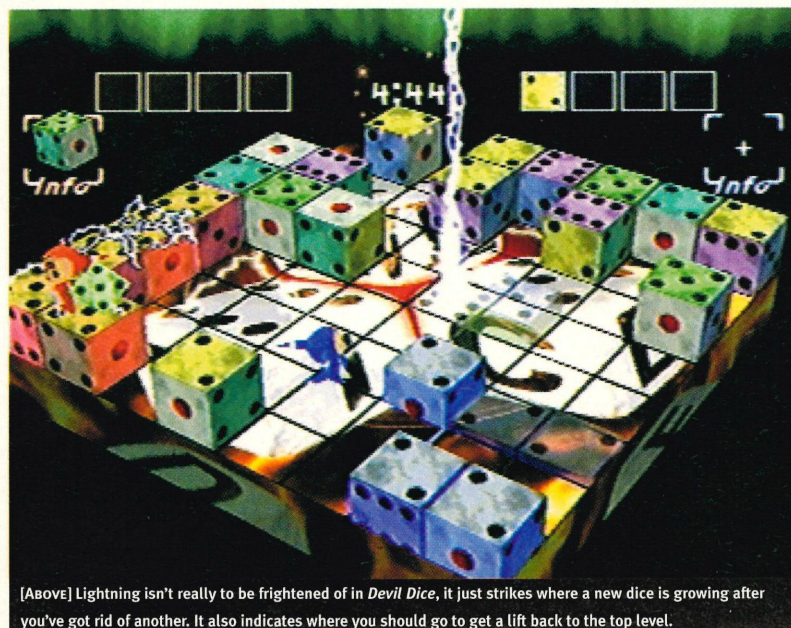
Normal : different-colored faces, slides one box when you push it.  
Wood : lightweight, it rolls normally when you push it. (Puzzle mode only)  
Ice : frozen block, when you push it, it slides until it hits a block or the edge of the floor.  
Stone : heavy, you can't push it at all when you're on the floor.  
Iron : very heavy, you can't move it at all. (Puzzle mode only)

EXIT

[ABOVE] Depending what material it's been made out of, each dice can have its own problems.

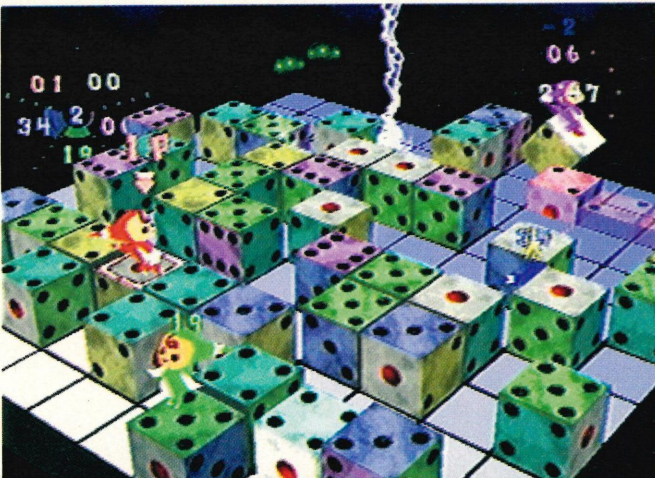


[ABOVE] A decent chain of five is welcome in the single player trial, as you expire if the stage fills with dice. If you don't get off before they sink into the floor, you might regret it though.



[ABOVE] Lightning isn't really to be frightened of in *Devil Dice*, it just strikes where a new dice is growing after you've got rid of another. It also indicates where you should go to get a lift back to the top level.



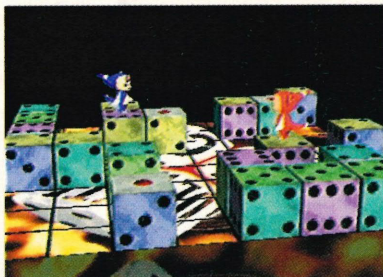


[Above] With the lot of you competing for the same space and often sharing control of a dice, the five-player mode is fast and crazy. The chances of your mates being any good are slim.

## DEVIL-TUBBIES



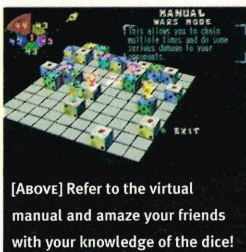
PUT OUR MINDS AT REST. TELL US WE'RE NOT MAD. THE LITTLE DEVILS OUT OF *DEVIL DICE* ARE JUST LIKE SHORTENED TELETUBBIES, AREN'T THEY? IN FACT, IF THERE WERE SUPER DEFORMED TELETUBBIES, THIS IS WHAT THEY'D LOOK LIKE. WE'RE NOT SURE IF THE AWFUL TELETUBBIES CRAZE HAS SWEEPED JAPAN YET (THEY HAVE ENOUGH CRAZES OF THEIR OWN) BUT IF IT DOES, THE PROGRAMMERS OF *DD* ARE IN FOR A SHOCK.



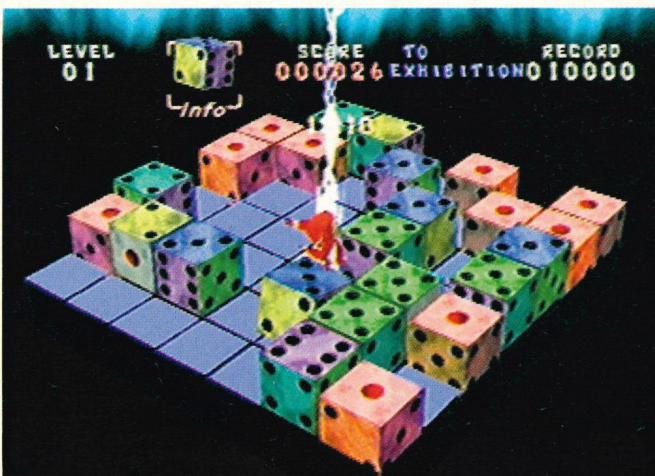
two on the bottom. It sounds a bit over-complicated, and for your first few goes you'll swear that it's both stupid and impossible, but a friendly step-by-step tutorial is included that will clarify the idea in your head without having to trawl through a thick manual.

## DEMON SEED

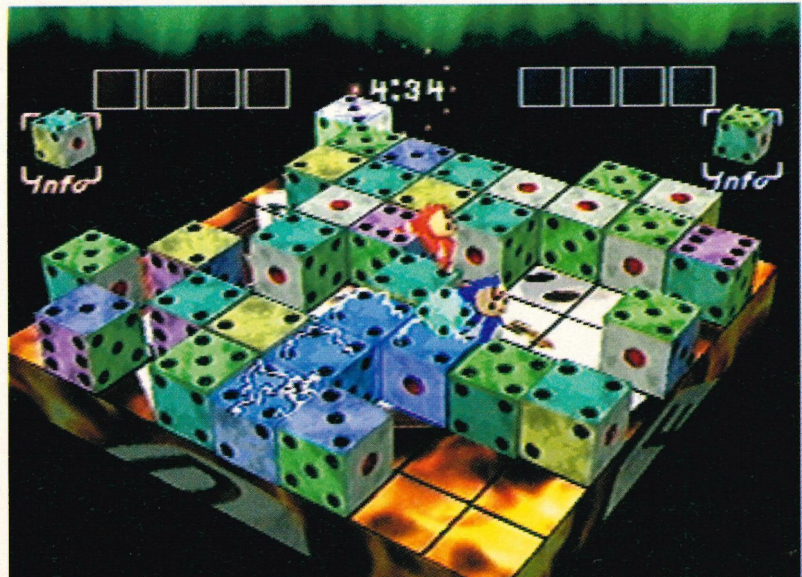
Once you work out what the hell is going on, the whole game opens up to you. Play 100 puzzle levels that ask you to clear the screen in an exact number of moves, compete with another devil (computer or human) to set up more chains than they can, or enter the hectic Wars mode with up to five players where you must make



[Above] Refer to the virtual manual and amaze your friends with your knowledge of the dice!



[Above] Here's a trick that can help you keep going in Trial mode for a long time. If you slam a dice showing 'one' onto a chain that you just activated, then all the 'ones' go too!



[Above] In the Battle mode, which is for two players, a single game can last for ages because there are infinite dice to work with and two good players can stay neck-and-neck for a hell of a long time. Very competitive.



[Above] Curiously, the little devils cease to be quite so cute when your mate has just soundly beaten you.



[Above] There's nothing like the humiliating effect of getting a "Perfect" on whoever you're playing.

chains just to stay alive. *Devil Dice* is probably the most mentally taxing that a puzzle game can be on a console before becoming completely infuriating, but as it stands you feel you want to get the hang of it just so it hasn't beat you!

The only problem will be in trying to convince other players to give you a game because it's so hard to do well when you're just starting out. Even in your own skilled hands, *Devil Dice* can be unbelievably tough at times, so it is the intense difficulty level which might put those people off who are not totally committed.

The game is well presented, and hopefully the Japanese coding team had no idea that their devils look like Teletubbies with horns, so being easy on

the eyes you can play it for a long while. The incentive to keep at it comes partly out of dumb pride, and partly out of desire for the bonus items you can unlock such as decorative pictures for the arena floors. Yes, it's hard, but if you enjoy a genuine challenge or particularly liked *Kurushi*, *Devil Dice* will set your brain alight!



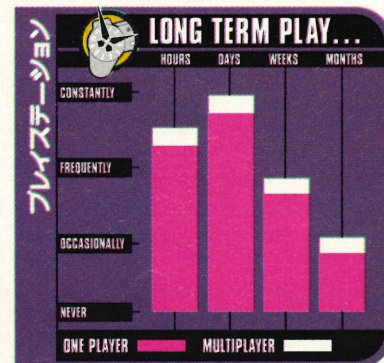
## PLAY

LOOKS	●●●●●●●●○○
SOUNDS	●●●○○○○○○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●●○○
SNAKE EYES	●●●●●●●●○○

# 84%

Devilishly difficult, but fiendishly fun!

Alternatively:  
Kurushi 88%  
Kula World 83%





# DODGEM ARENA



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We are being

overwhelmed with football games again at the moment, but for some people no amount

of new moves, stadiums and fresh signings can suffice. These are the folk who saw Rollerball and really thought it was the future. The future sports people.

*Dodgem Arena* is a highly competitive game that simulates one of those bizarre cross-over sports that we all expected to be watching in our billions come the millennium. In this case, it's kind of like *Wipeout* mixed with a spot of hockey. Intrigued? So were we.

**PLAY**  
information



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Release date: December '98



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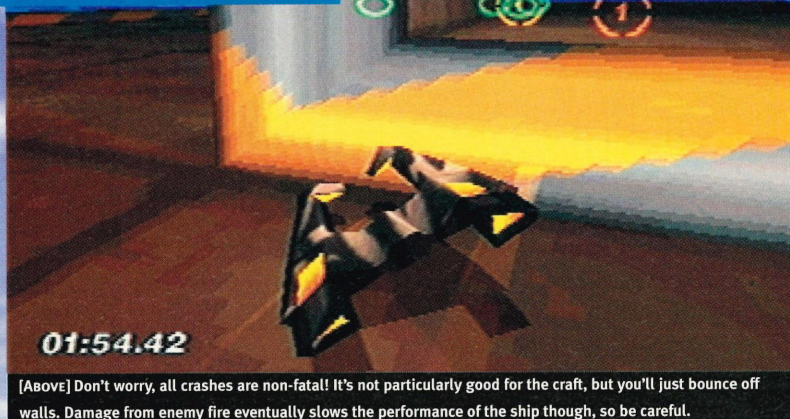


DUAL ANALOGUE

## SPACE AGE

One of four competitors, you pilot a streamlined hovering craft (the Dodgem) that looks like a *Wipeout* ship after an unpleasant steam roller accident, and you race around trying to find a puck with which to score a goal. The task would be fairly easy, but the three other guys like to get hold of different projectiles and launch them at you, knocking the puck from your grasp, and the goal is nothing more than a column of light.

The arenas are not particularly conventional either. Coming in a variety of shapes and sizes, it's like playing in a drained swimming pool from an enormous leisure centre. You need to get a puck from the lowest level of the arena where the puck generator is, then make your way to



[Above] Don't worry, all crashes are non-fatal! It's not particularly good for the craft, but you'll just bounce off walls. Damage from enemy fire eventually slows the performance of the ship though, so be careful.



[Above] With the goal column this close, it would be difficult not to plant the puck firmly in its beam.



[Above] When a goal is scored, the puck gets regenerated here, so it's a race for the next one.

the highest level using momentum and an odd hopping motion that the craft has. The goal beam is constantly in motion, travelling around the highest area, so you've got to locate it, chase after it and finally shoot the puck into its depths.

Each time you play an arena, one of the four pucks is removed to increase the competition

**"If it were a sport on TV, it would be cancelled!"**



[Above] The Los Angeles-based arena has a nice aqua blue channel that you can normally find weapons in, should you be good enough to steer straight and pick them up. You need to be armed to stand a chance though.





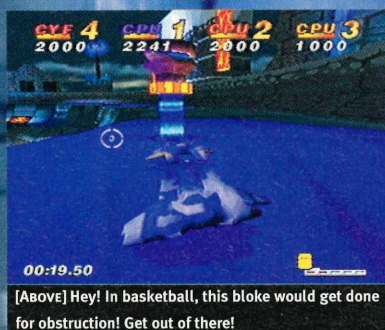
[Above] Wouldn't you know it, a goal! Between the ship's instability, the moving goal, and attacks from other players, it's not all that easy. Sure looks purdy though, eh?

## IT'S DODGY



Despite all this attempting to modernise them, you just cannot beat a real dodgem or 'bumper car'. Here's why.

1. THE JOSTLING MOTION HELPS EXPEL FAIRGROUND POISON FROM YOUR SYSTEM THROUGH VOMIT. GOODBYE CANDYFLOSS!
2. ELECTRICALLY POWERED VEHICLES ARE THE FUTURE FOR OUR PLANET'S SAKE. SOON, YOU'LL BE DRIVING A DODGEM TO WORK.
3. PREPARATION. WHEN YOU'RE 80 AND GET ABOUT BY PAVEMENT CAR, YOUR CHILDHOOD AMUSEMENTS TRAINING WILL BE INVALUABLE.



[Above] Hey! In basketball, this bloke would get done for obstruction! Get out of there!

between the players – good for building up the difficulty, but bad for your attention span to play the same place four times in a row. Even though we are told the arenas are in glamorous settings, you are prevented from viewing any detail and their abstract shapes and colours make them feel synthetic – the city names are interchangeable.

## MILLENNIUM

Not caring whether you see the next stage or not, you turn to the multiplayer options, which are actually extremely comprehensive. Split-screen is perfectly smooth, like the one-player game, and can be played co-operatively as a two-man team or against each other, with the computer players remaining active. You can do similar things with up to four players using the link cable and two copies of the game.

Human players certainly help bring some excitement to the field instead of the eerily removed, autonomous opponents, but the novelty angle of the sport will not provide long term appeal even with your mates round. The nagging impression is that if *Dodgem Arena* was a real sport on



[Above] Swoop down the ramp and it's back to the lower lever to get hold of a new puck to score with. [INSET] A load of ships are available, but don't choose a quick model until you're suitably proficient. They're tough to drive.



[Above] The first thing to do when you launch is search for those green ellipses – they are the pucks.

television, it would be cancelled after two seasons due to dwindling audience figures, in favour of something altogether more *Running Man* in content.

Graphically the game is clean (besides some grubby FMV used on ship selection screens and other front end bits) but at the same time it all looks rather bare and clinical. The fact that it moves very smoothly and that there are such good



[Above] There's no gentle way down, back to the puck regenerator, so just make a suicidal dive for it!

multiplayer possibilities show that *Dodgem Arena* was no half-hearted attempt, it just seems that the sport itself is not destined to catch on. The armed racing of *Wipeout 2097* and the all-out brutal sport of EA's *NHL* games work so much better independently – why choose anything less? A wasted effort really...

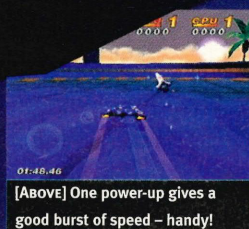
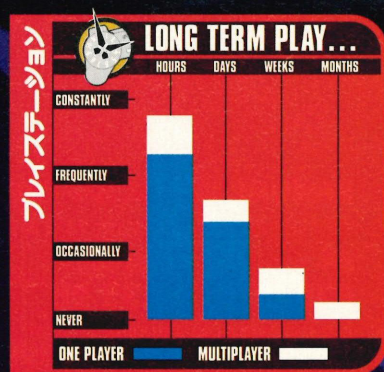


LOOKS	●●●●●●●●
SOUNDS	●●●●●●●●
GAMEPLAY	●●●●●●●●
VALUE	●●●●●●●●
PUCKS	●●●●●●●●

# 50%

Unsuccessful future sports fusion

Alternatively:  
Ball Blazer Champions 69%  
Dead Ball Zone 84%



[Above] One power-up gives a good burst of speed – handy!



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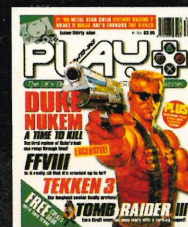
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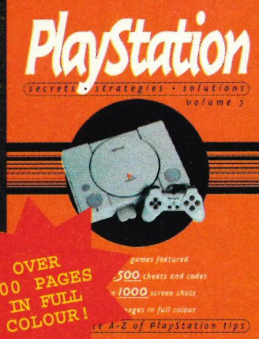


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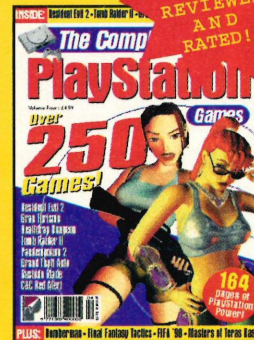
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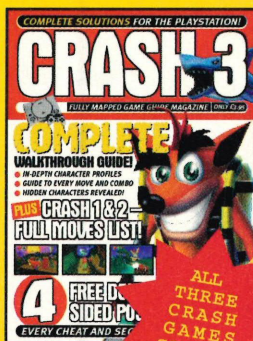
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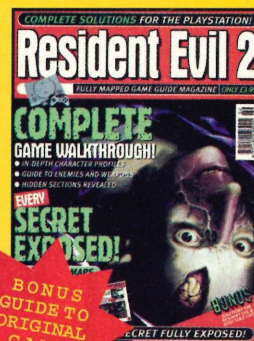
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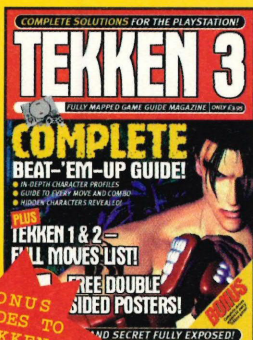
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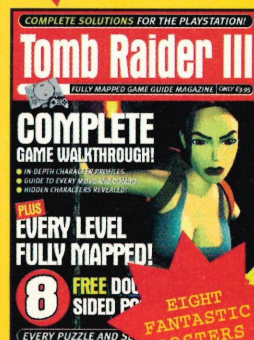
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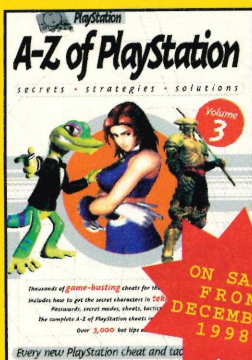


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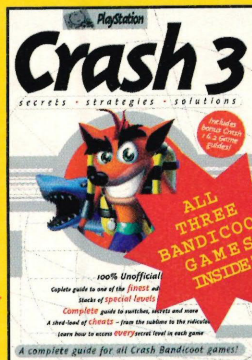




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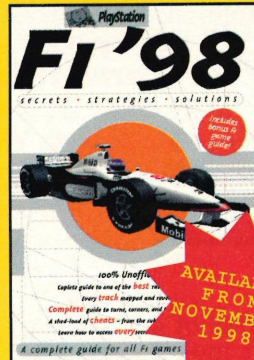
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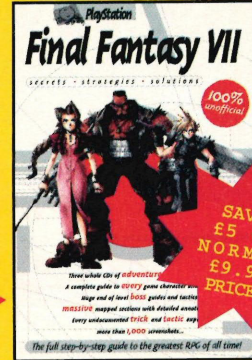
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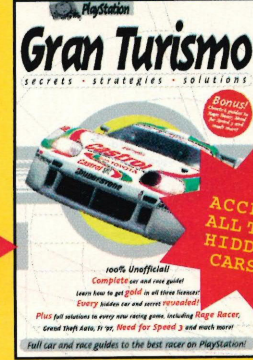
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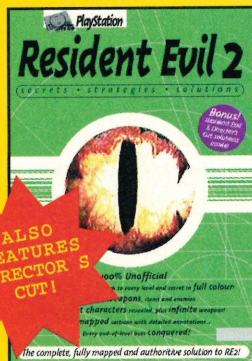
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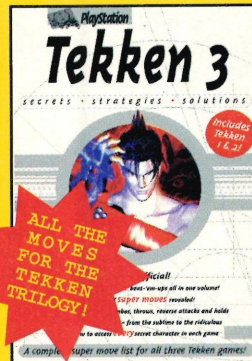
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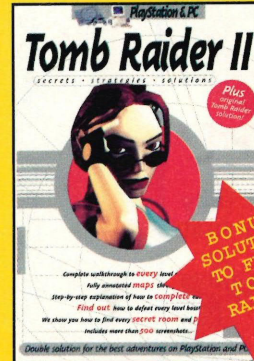
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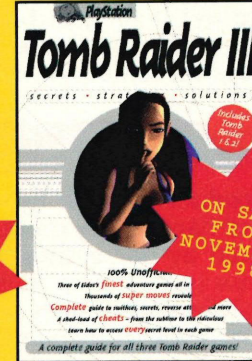
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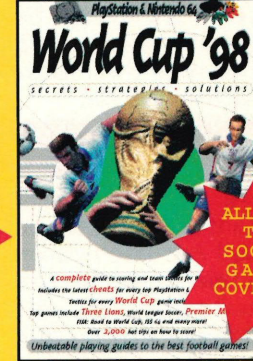
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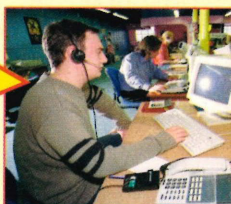
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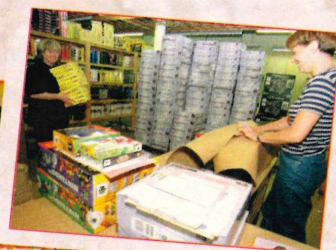
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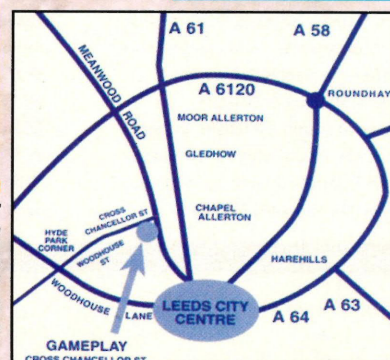
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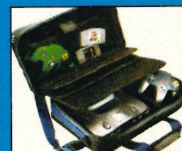
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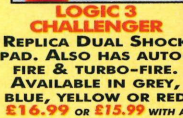
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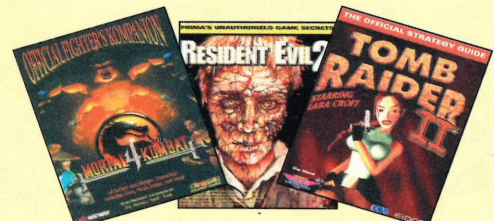


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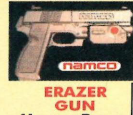


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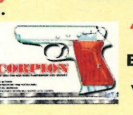
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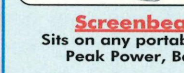
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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information on a game prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion of the game. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!

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## DRIVING / RACING

### F1 '98 - All new

stats for the new season, plus a brand new game engine and a new 4 player link-up mode!



#### FELONY 11-79

#### VIGILANTE 8

#### MICRO MACHINES 3

AUTO DESTRUCT	84% PY, 77% PP	£19.99
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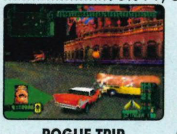


#### MOTO RACER 2

#### COLIN McRAE RALLY

#### COLIN McRAE RALLY

GRAND THEFT AUTO (18+)	88% PY, 90% PP	£17.99
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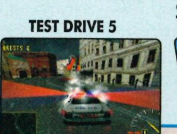


#### TOURING CARS

#### ROGUE TRIP

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ROAD RASH	75% PY, 64% PP	£18.99
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#### RAPID RACER

#### TEST DRIVE 5

#### TURISMO

## GUN GAMES



### DIE HARD TRILOGY & ERAZOR GUN

£28.99

CRYPT KILLER	38% PY	£35.99
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POINT BLANK	90% PY, 92% PP	£29.99
TIME CRISIS	90% PY, 93% PP	£29.99



#### POINT BLANK

#### TIME CRISIS

#### DIE HARD TRILOGY

## FLYING



#### ACE COMBAT 2

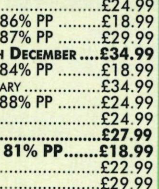
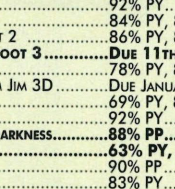
#### NUCLEAR STRIKE

#### THUNDERHAWK 2

ACE COMBAT 2	84% PY, 85% PP	£29.99
AIR COMBAT	81% PY, 65% PP	£17.99
NUCLEAR STRIKE	88% PY, 91% PP	£19.99
SOVIET STRIKE	83% PY, 92% PP	£18.99
THUNDERHAWK 2	85% PY, 82% PP	£18.99

## PLATFORM

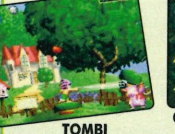
AGENT ARMSTRONG	75% PP	£24.99
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CRASH BANDICOOT 3	Due 11th December	£34.99
CROC	78% PY, 84% PP	£18.99
EARTHWORM JIM 3D	Due January	£34.99
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JERSEY DEVIL	90% PP	£22.99
KLONOA	83% PY	£29.99



#### CRASH BANDICOOT

#### CRASH BANDICOOT 2

#### CRASH BANDICOOT 3

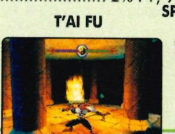


#### TOMBI

#### CRASH BANDICOOT 2

#### PSYBADEK

LOST WORLD: JURASSIC PARK 2	79% PY, 81% PP	£19.99
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TOMBI	79% PP	£29.99
TRASH IT	55% PY, 57% PP	£29.99
WILD 9	72% PY, 90% PP	£31.99



#### CRASH 3

#### T'AI FU

#### SPYRO THE DRAGON

## TOCA 2

The follow-up to the biggest driving game of last year, TOCA 2 boasts 1998 drivers, new stats, improved damage levels, weather effects, an all new pit lane and 10 secret vehicles, all displayed in hi-resolution. Coming from Codemasters, the makers of Colin McRae, this game is bound to take pole position. **RRP £44.99**



**Our price £35.99**

## ABE'S EXODUS

Abe's back, weirder than ever! Following last year's smash hit Oddworld, Exodus sees Abe once again trying

to save his fellow Mudokons from the evil Glukkons. Twice as many screens plus a host of enhanced features will ensure that Exodus is thoroughly enjoyable.

**RRP £44.99**  
**Our price £31.99**



## FIFA SOCCER '99

The FIFA series goes from strength to strength. All new stats keep the details up to date and even more advanced animation and Artificial Intelligence ensure the looks and playability stay fresh and impressive. FIFA '99 - you know the score! 1-8 players. Play Classic and Playstation Power Stunna awards winner. **RRP £39.99** **Our price £32.99**

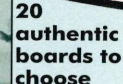


## COOLBOARDERS 3

20 authentic boards to choose

from, 5 mountains (including Mt Everest!), hidden avalanche and tree run levels, 34 stunt moves and 20 motion captured real life boarders!

**RRP £34.99**  
**Our price £29.99**



PlayStation Cheat Line  
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# PRICE CHOICE







# STATION MASTER

## Q&A

If you're hopelessly stuck, or just need advice, send queries to: **Q&A, Play Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS** We know everything!

Dear PLAY,  
I know it isn't a very good game but do you have any cheats for *Skeleton Warriors*?

Darren Imisu, Sturminster Newton

For invincibility press pause then ↓, ●, ■, ■, ↑, X.

For 99 lives press pause then →, ●, ▲, ■, X, ■, ●, ←, ↓, ←, ●, ▲, ■

Dear Station Master,  
In Lara's home on *Tomb Raider 2* I found a keyhole in her bedroom but where the hell is the key?

Brett Foster, Chippenham

You get the key once you've completed the game and it's used to unlock her ensuite shower that lurks beyond that door.

**"CHRISTMAS IS COMING, THE GOOSE IS GETTING FAT!" AND SO'S OUR FABULOUS TIPS SECTION. KEEP 'EM ROLLING IN TO STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS OR EMAIL: [PLAY@PARAGON.CO.UK](mailto:PLAY@PARAGON.CO.UK)**



### DUKE NUKEM: TIME TO KILL

"Come get some!" great cheats by pausing the game and pressing the following combinations

#### Level select

↓ (9 times), ↑, then exit current game. Select the 'Time To Kill' option at the bottom of the main menu, press ← or → to select a level, then press X to begin play.

#### Invincibility

L2, R1, L1, R2, ↑, ↓, ↑, ↓, Select, Select.

#### Temporary invincibility

R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

#### Invisibility

L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

#### Unlimited ammunition

←, →, ←, →, Select, ←, →, ←, →, Select.

#### All weapons

L1, L2, ↑, L1, L2, ↓, R1, →, R2, ←.

#### All items

R1 (5 times), L2 (five times).

#### All keys

↑, →, ↑, ←, ↓, ↑, →, ←, →, ↓.

#### Extra damage

L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.

#### Big head Duke

R1 (9 times), ↑.

#### Small head Duke

R1 (9 times), ↓.

#### Big head opponents

R1 (9 times), ←.

#### Game completed

Hold L2 + R2 and press ■, ▲, ●, ●. Start during play.

#### Rogue Trip FMV sequence

Press L1 + L2 + R1 + R2 at the GT Interactive logo during the opening sequence.



## METAL GEAR SOLID JAP/US VERSION

Oh joy, Check these beauties out!

### Technical demonstration mode

Successfully complete the following modes in order 'Training', 'Time Trial', 'Gun Shooting', 'Survival'. Note: Completing each mode will unlock the next mode in the sequence. 'Technical demonstration' mode will now be unlocked. Use it to watch the CPU demonstrate it's best time with the gun.

### Alternate costumes

Successfully complete the game two times using the same saved game location. Snake will change into a tuxedo in the elevator during the next (third) time the game is played. Successfully complete the game once more. Snake will change into a ninja costume during the next (fourth) time the game is played.

### Konami game surprise

Play the game using a memory card that contains a saved game from any prior Konami title (ISS Pro, Castlevania, Suikoden etc). When Psycho Mantis attempts to read your character's mind, he will mention various game titles.

### Alternate title screen (Japanese version only)

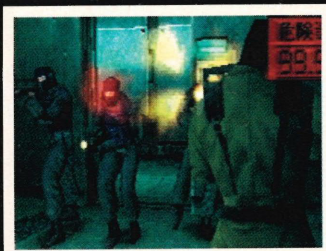
Press the D-pad at the title screen to change the background colour.

### Hint: Defeating Psycho Mantis

Plug the controller into port two and press any button before fighting Psycho Mantis. The word 'Hideo' will appear in the corner of a black screen. Use controller two to fight against Mantis to keep him from knowing your moves.

### Hint: Seeing through the eyes of Psycho Mantis

Press ▲ when fighting Psycho Mantis to see through his eyes.



## SPYRO THE DRAGON

### Crash: Warped demo

Press L1 + ▲ when 'Press Start' appears at the opening screen.

### Faster running

Hold Run + Jump during game play.

### Secret level

Collect all the gems to get a secret lever.

## ACTUA SOCCER 3



To open 24 'serious' teams in Create Teams section, type PREM CLUBS  
To open 24 'joke' teams in Create Teams section, type TFF TEAMS

## S.C.A.R.S.

### Cheat Codes

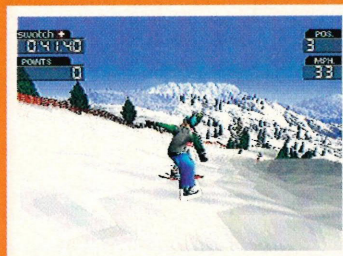
Input the following codes as a password:

Cheetah car	RUNNER
Panther car	MYSTER
Scorpion car	DESERT
Cobra car	RATTLE
All cars	ALLVID
Master Modus	XPPTS
Crystal Cup	GLASSX

Diamond Cup  
Zenith Cup

ROCKYY  
ZDPEAK

## COOL BOARDERS 3



### All tracks

Select Tournament mode and enter WONITALL as a name.

### All boarders

Select Tournament mode and enter OPEN\_EM as a name. Note " \_ " indicates a space.

### Big head mode

Select Tournament mode and enter BIGHEADS as a name.

## FUTURE COP:LAPD



### Machine gun ammunition

Pause game play and highlight the

'Sound FX Volume' selection on the options screen. Press ■, ●, Select, X, Select, X, ●, ■, select the 'Quit' option, then select 'Yes' to confirm. The screen will jump to confirm correct code entry.

### Machine gun power-up

Pause game play and highlight the 'Sound FX Volume' selection on the options screen. Press ●, ●, ●, X, X, X, ●, Select, select the 'Quit' option, then select 'Yes' to confirm. The screen will jump to confirm correct code entry.

### Shield power-up

Pause game play and highlight the 'Sound FX Volume' selection on the options screen. Press ■, Select, ●, X, select the 'Quit' option, then select 'Yes' to confirm.

### Heavy weapons power-up

Pause game play and highlight the 'Sound FX Volume' selection on the options screen. Press ■, ■, ■, ●, X, ●, X, select the 'Quit' option, then select 'Yes' to confirm.

### Special weapons power-up

Pause game play and highlight the 'Sound FX Volume' selection on the options screen. Press ■, ●, ■, Select, ●, X, ■, ●, select the 'Quit' option, then select 'Yes' to confirm.

### Jump power-up

Pause game play and highlight the 'Sound FX Volume' selection on the options screen. Press ●, ●, ●, ■, X, Select, ■, X, Select, ●, select the 'Quit' option, then select 'Yes' to confirm.

### 200 bonus points

Pause game play and highlight the 'Sound FX Volume' selection on the options screen. Press ●, ■, ●, X, Select, ■, X, select the 'Quit' option, then select 'Yes' to confirm.

### All bonus weapons

Enter SYMRGOBRRL as a password.

### All missions completed, all bonus weapons

Enter DYPYFASRRH or DYSIFASRHY as a password.

### 100 more Torrit guns

Begin a multiplayer game. Return to land and switch to regular mode. Press ●, X, X, ●, ●, X, then hold ■ for roughly ten seconds. Switch to Tank mode, return to your base, and buy three helicopters. Intentionally lose a life to find 100 Torrit guns around your base. Life will now be a hell of a lot easier!

### Level Password

1	TAFRGYBLRR
2	CRGRGYBLRY
3	FUMRGYBLRL
4	SICUGYBLLI
5	TAFUGYBLLR
6	CRGUGYBLLY
7	FUMUGYBLLR
8	SIFYGYBISR

Dear Station Master,  
Do you have any cheats for *Player Manager*?

Roger Staward, Midlothian

For a super team press X, X, ▲, R1, L2, I, ■, ■, L1, ●, X, ● at the game loading screen.

Dear PLAY,

I'm stuck on the Pyramid level on *Fade To Black*. Please help me!

Allison Farrell, Oldham

Here are the next two passwords needed to give you a little boost.

Pyramid ■, ●, ▲, X, X, ▲  
Landing pad ▲, X, X, X, X, ●

Dear PLAY,

Do you have anyway of getting all the tracks for *Destruction Derby 2*? Also, can I have some free demos and peripherals?

Phil McAvity, Castle Donington

Your parents must have really hated you will a name like that that. Enter MACSRPOO as a password and immediately start a new practice race to access new tracks. No you can't have any peripherals. Strange little man with a strange name!

Dear PLAY,

Please could you tell me some cheats for *Wing Commander 4*? I do quite well but end up dying.

Mike Moncrieff, Dumfries & Galloway

Press ↑, ↓, ↓, ↑, R2 when the copyright notice appears on the title screen. A level select sign will appear. Press R1 or R2 to select a level. Press L1, L2 and n during the game to destroy all ships on screen, even the good guys!

Dear Station Master,

Are there any cheats for *Rayman* and *Overboard*?

Karen Brett, Norfolk

To get 99 lives on *Rayman* enter XNB9FM!Z2? as a password.

Unfortunately there aren't any cheats for *Overboard* so you'll just have to persevere me hearty!

Dear PLAY,

Are there any ways to make up your own teams on *Three Lions*?

Paul Hobson, Newport

Unfortunately not but you can do even better and play the 1966 England team. At the team selection screen press L1, L1, L1 and ⇐. Cycle through the continents until "secret" selection screen is displayed. Use the other shoulder buttons for other great teams.

Q&A is continued over page



## Q&A continued

Dear PLAY,  
I was wondering if you had any cheats for *NHL Breakaway '98*. None of my mates have cheats and nor do my other seven PLAY magazines!

**Rob Higginson, Leigh**  
Only seven mags! Subscribe now! Anyway, to open some of the best teams select exhibition or practice mode and press L1, L2, ■ at the team selection screen. Have fun!

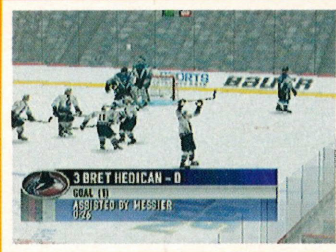
Dear Station Master,  
I'm a great fan of *Beast Wars* and was wondering whether you had any cheats for it?  
**Darrin O'Leary, Kilbarrack**  
Pause the game then hold L2 and quickly press ↑, ↓, ←, →, ▲, ×, ■. Release L2 and immediately press start to resume the game. this will have increased your weapon strength.

Dear PLAY,  
Congratulations on your magazine, I wonder whether you can help me. The game is *Tales Of Destiny* and I can't move those crates at the very beginning. Please help.  
**Noel Fava, Malta**  
Walk up to one box, hold down ● and move to the left to pull the crate back. Do this to all the crates then continue past them and take the lower right exit.

Dear PLAY,  
My friend told me there is a cheat for *WWF Warzone* which allows you to call out wrestlers to come and help you, is this true?  
**David Smith, Southport**  
To call a wrestler press L1, L2, R1, R2 then two standard moves (↑ & block, ← & kick etc) Try different combinations out for different wrestlers. One problem though! Even if you do win you will be automatically disqualified at the end!

Dear Station Master,  
I recently bought *Mortal Kombat Trilogy* and the computer keeps doing brutalities and fatalities on me and I want to fight back. Please help.  
**Philip Gregory, Wirral**  
"?" of Kube will allow you to do this. Hold ↑, R1, R2, L1 and L2 then press up when the square labelled "Konfigure Kombat" is displayed on the options screen. The screen will shake to confirm you've done it correctly. Single button fatalities are now possible so get stuck in!

## NHL '99



### Cheat Codes

Enter these codes as passwords...

#### Use alternate jerseys

3RD

**Free EA and EA Storm teams**  
FREEEA

**View Stanley Cup FMV**

VICTORY

**Big head mode**

BRAINY

**Big player mode**

BIGBIG

**Faster game play**

SPEEDY

**Alternate scoring sounds**

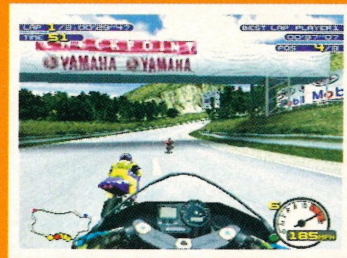
Press ▲, ■, ●, or X after scoring a goal.

**Stadium approach sequences**

Enter DET as a password for Detroit, BOS as a password for Boston and other three letter city combinations.

## MOTO RACER 2

### Reversed tracks



Win the Motocross championship under Simulation or Arcade mode. It is possible, even if you're not going to manage it straight away!

## TEKKEN 2

**Play as Kunimitsu**

Complete the game as Yoshimitsu.

**Play As Bruce**

Complete the game as Lei.

**Play As Anna**

Complete the game as Nina.

## CARDINAL SYN

(Updated) Fight as Kron

Press ↑, ↓, ←, →, ▲, △, □, ○, R1, R2 when 'Press Start' appears at the opening screen. A sound will confirm the correct code entry. He is only playable on his own stage and can be saved after being unlocked.

## TEST DRIVE 5

**Easy high score**

Start a drag race that heavily favours your car.

**Unlock all game modes**

Enter VRSIX as a name on the high score screen, and then save the game settings. Cop Chase and other game modes will now be selectable.

**Bonus cars**

Enter NOLIFE as a name on the high score screen. The Pitbull Special, Chris's Beast and The All Mighty Maui will now be selectable.

**Super arcade mode**

Enter SPURT as a name on the high score screen.

**Bonus FMV music sequence**

Enter AUXYRAY as a name on the high score screen. Then, select the 'Fear Factory Video' option at the main menu.

## NINJA: SHADOW OF DARKNESS

**Have sword**

Press ←, →, ↑, ↓, X, X, ■ at the main menu.

## MEGAMAN LEGENDS

(ALSO TITLED ROCKMAN DASH)

**Rolling invincibility**

Hold L1 or R1 and jump to roll to either side. Megaman will be invincible for a short time during this time.

**Unlimited cash #1**

Play the beast hunter game at the studio and get 4000 gold for completing grade A. Repeat this as needed to earn as much dosh as possible.

**Unlimited money #2**

Find the rubbish bin and pop can on the ground near the Jetlad Bakery on the Shopping Street. Kick the can into the bakery and speak to the woman inside to receive \$1,000. This can be

repeated to collect an unlimited amount of money.

### Bonus options

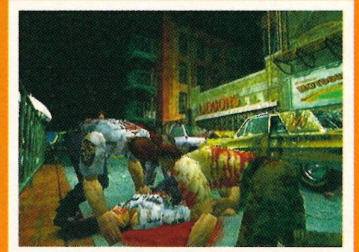
Complete the game to unlock an additional option (in green) on the main menu that allows the game to be played at a higher difficult level. Defeat the game under the new difficulty level to unlock another option (in yellow) that allows the game to be played at an easier difficulty level, with dash boots and full left arm weapon capability.

**Control camera**

At numerous times during the briefing sequences, 'Camera Change' and 'Camera Free' will be displayed. Press ■ or ▲ to change the zoom. Press ● to change views. Press X to stop the scene.

## RESIDENT EVIL 2

### DUAL SHOCK EDITION



**Play as Ada Wong**

Successfully complete level 1.

**Play as Chris Redfield**

Successfully complete level 2.

## THE FIFTH ELEMENT

**Cheat mode**

Press L1, L2, R2, R1, Select at the main menu. Level selection, weapons, unlimited lives, items, and all FMV sequences can now be accessed.

## ROGUE TRIP

### UPDATED



## CODE OF THE MONTH

## METAL GEAR SOLID US VERSION

Not that any of you would consider cheating...

**SONY CODE ??????**

Infinite energy

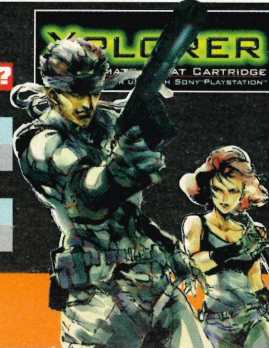
365FCC795959

365FCC7A595A

Stealth mode

365FCCC2594F

365FCCC1595A











**YOU ARE ABOUT TO EMBARK ON CRASH BANDICOOT'S BIGGEST AND BEST OUTING YET, HERE'S THE GUIDE!**

**TOP**

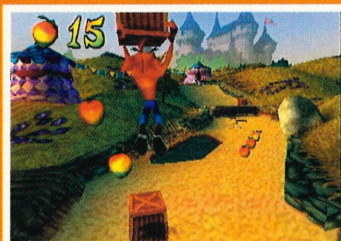
To view and play a demo for *Spyro The Dragon*, during the title screen, press U, U, D, D, L, R, L, R and Square. Low and behold...

**TIP**

# CRASH 3: **WARPED**

## play guide part 1

### LEVEL 1



#### TOAD VILLAGE TREASURE

1 Crystal, 1 Clear Gem, 42 Boxes

#### TIME TRIALS

1:03:00 - Sapphire Artefact

0:57:50 - Gold Artefact

0:44:03 - Platinum Artefact

This first level acts as a gentle task to gently ease you into the massive adventure ahead, and is an ideal opportunity to try out all of Crash's

repertoire of moves. There isn't a great of threat from any early adversaries, so move slowly and ensure that you smash each and every crate you come across. You'll soon come across bounce boxes, so practice jumping between them to retrieve every ounce of fruit.

Use your spin attack on the relatively harmless goats (no... don't try riding them!). There is an Aku Aku box a short way into the level, this will provide you with one protective hit, so enemies won't be able to kill you first time round. Shame on you if you do



get hit on this level. The crystal is located halfway through the level, so be sure to walk into it.

There are a couple of swordsmen situated nearby. To kill them, wait until they heave their swords out of the ground and swing them full circle, when then are shoved back into the ground, it is safe to spin into them. Next up is the bonus level (a huge platform with a '?' on it). Hop on and you'll be whisked off to a secret place stashed with hidden boxes and bonus fruit. A counter indicated at the bottom of the screen will tell you exactly how many crates are to be found in this area, so make sure you've got them all before leaving.

When you get to the end of the main level, you'll see a translucent box that will either have a number telling you how many boxes you missed in the level, or it will disappear and turn into a clear gem before your very eyes. If so, a job well done, if not, then you'll have to try harder at finding all of those boxes.

would imagine, this watery level throws up a whole new physics system to simulate the slowness of swimming through underwater caves and reefs. Don't worry about the little critter running out of air though, his oxygen tank is full of life-gas.

Take a few brief moments to get used to the underwater controls - the X button will give him a quick burst of speed by flapping his flippers, and you can still use the spin attack to kill the less harmful underwater baddies.

The small fish pose no threat whatsoever, but watch out for the sharks because they'll eat you if you get too close (a spin attack should dispose of them though).

Other hazards to be wary of include mines, puffer fish that'll cause Crash to become bloated if he touches them (hint: kill them when they're small and not when they're puffed up). The mines are attached to chains and cannot be spun into. They also track your movements so avoid them...

The first real hazards are the large electrified rotating disks. Swim carefully around them (if you're saving seconds on the time trial, you can duck down the chute before it narrows the gap if you're quick enough!). When you descend down the tube below it, watch out for the large eels that pounce from the caves. Shortly afterwards, you'll come to the jet-sub. This is a very handy device to have because it fires torpedoes that'll clear any enemy from your path as well as coral that conceals hidden boxes. It

### LEVEL 2

#### UNDER PRESSURE TREASURE

1 Crystal, 1 Clear Gem, 92 Boxes

#### TIME TRIALS

1:46:00 - Sapphire Artefact

1:17:30 - Gold Artefact

1:10:50 - Platinum

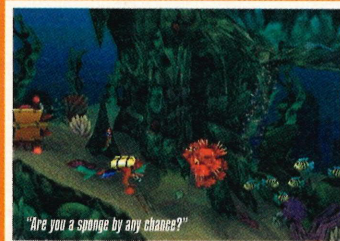
Wayhey! A brand new *Crash Bandicoot* theme - underwater diving! As you



Spin into the swordsmen when their swords are stuck in the ground!

### BONUS LEVEL

This first bonus level is a real push-over and involves nothing more than simply jumping to smash all of the boxes. The number at the bottom of the screen will tell you exactly how many there are.



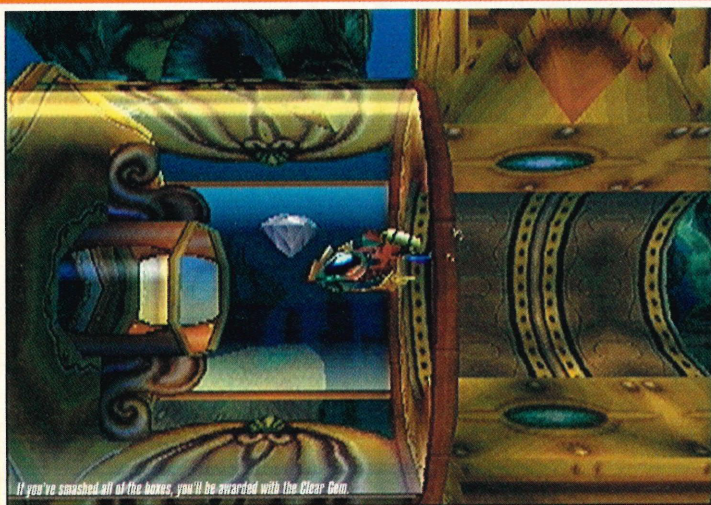
"Are you a sponge by any chance?"







# crash 3: warped play guide



will also act as a shield to protect you from one enemy hit (if you take a hit, you lose the sub!) but you'll lose it before long anyway when you come to the next narrow tube, but don't worry, you'll get another jet-sub shortly afterwards. The rest of the level consists of stuff you'd have already tackled, so make haste to the exit and be sure to smash all of the boxes along the way.

## LEVEL 3

### ORIENT EXPRESS TREASURE

1 Crystal, 1 Clear Gem, 51 Boxes

#### TIME TRIALS

0:41:00 – Sapphire Artefact

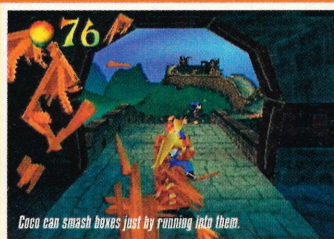
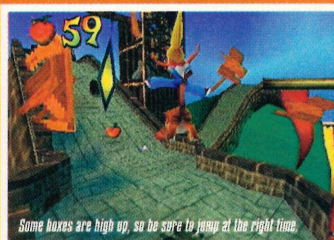
0:27:00 – Gold Artefact

0:18:10 – Platinum Artefact

Crash... meet your sister Coco. You'll be playing as her for the first time in the game for this level, and what a white-knuckle ride it is too!

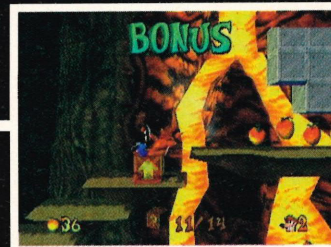
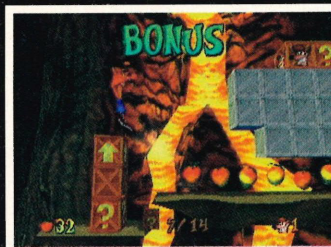
You're not alone as Coco though, you've got Pura the tiger to help you, and you'll have to hop on Pura and

ride through the level at break-neck speeds... so hold on! When on Pura, you can control his movements by steering him left and right, making him jump, and even injecting a bit of pace into his run. You'll have to be very quick to smash all of the boxes as it requires quick zig-zag movements and plenty of jumping. The safest way to conquer the level is to follow the paths of fruit, but occasionally you'll



## BONUS LEVEL

■ Ah! Another bonus level. This is fairly easy, but when you get to the stack of boxes, you'll need to jump on the bounce box to get the boxes on top of the steel blocks, then belly-flop on the bounce box.



have to break away and go chasing hard-to-reach boxes.

There are plenty of hazards as well including soldiers, water-bearers, dragons and barrels – all can be easily avoided provided you spot them in time. The dragons for example follow two set patterns – there'll either swoop high or swoop low, the high ones you simply run under, and the low ones need to be jumped.

When playing for the boxes, make sure you look-out for the checkpoint boxes because they will save all of the boxes you've smashed up until that point. At three points throughout the level, you'll see little men popping out of trapdoors. If you run over these trapdoors, they'll propel you up to a higher level where sometimes more boxes can be found. The correct trapdoor order is to skip the first, run over the second and then skip the third – this way you'll not miss a box

When competing for the Artefacts in time trial mode, you have to hold down the ■ button to engage Pura's run. Things get a lot hotter when you're bounding through at this pace, so watch yourself!

## LEVEL 4

### BONE YARD TREASURE

1 Crystal, 2 Clear Gems, 66 Boxes



#### TIME TRIALS

1:45:00 – Sapphire Artefact

1:40:20 – Gold Artefact

1:21:00 – Platinum Artefact

Anybody that has played *Crash Bandicoot 2* will recall those taxing levels whereby you were pursued by a giant bear and had to run out of the screen avoiding any additional pitfalls that crop up along the way. They were tough, but not quite as tough as this cookie! This level starts off in a similar style, except this time there is a huge Triceratops dinosaur that relentlessly chases you through the level. Things to avoid include mini volcanoes, lava pits and ledges that must be jumped, Pterodactyls that must be dodged, and weeds that can either be jumped over or span through.

When you reach the second checkpoint, the format of the level will change and you'll go onto a brief side-scrolling section. Collect the Aku Aku mask and detonate the 'TNT' boxes, then carry on







going, you'll now notice that the level switches to a upwards scrolling one.

Shortly after the perspective changes, you'll notice a red wire frame of a jewel. Don't worry about this for now, but when you acquire the Red Gem later on, be sure to re-visit this level and you'll be able to use this Red Gem Platform as a means of getting to the second Clear Gem situated on this

level. For now though, just concentrate on breaking all of the boxes to get the first Clear Gem, and grab the Crystal while you're about it. Whilst traipsing through the murky sludge, watch out for the enemies that glide up to you with just their heads poking out. When they get close they will pounce, so use your spin attack.

There's a bonus level in this next section, so be sure to smash all of the

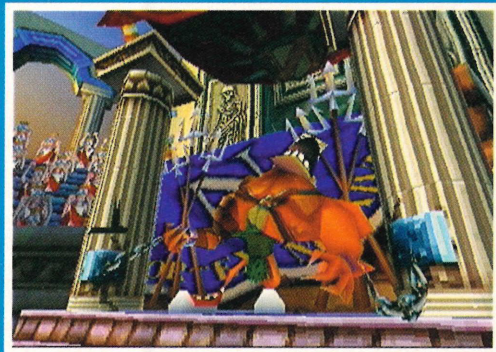
## BOSS ONE TINY TIGER



The first boss you'll meet in the game is this guy... who happens to be a plaything of Dr Neo Cortex – kind of like a star gladiator if you will.

He will start off attacking you by jumping down from his platform and then bouncing around the screen in a random fashion. If you constantly stay on the move, he shouldn't be able to hit you. Eventually he will stab his pitchfork into the ground and become temporarily immobilised as he tries to pull it out. Seize the opportunity and spin into him whilst he is helpless, and this will take one third of his energy bar away.

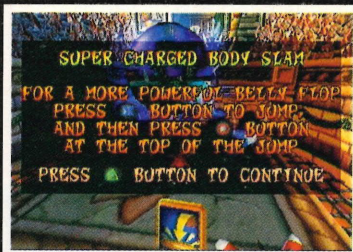
After you've struck him once, he will bound back up to his platform and set a pack of lions onto you. Stay at the back of the screen and use a combination of jumping and spin attacks to avoid and kill them.



When the lions have gone, Tony Tiger will once again jump down from his platform and try to attack you as before, so repeat the same process another two times to kill him off completely (watch out though because more lions are unleashed the second and third times!)

## SUPER POWER 1

After you defeat Tiny Tiger, you will gain the first of five special powers that will help you out at certain parts of the adventure. At this point you will gain the Super Charge Body Slam which can be used to smash enforced boxes and also to just generally shake the ground.



## SUPER CHARGE BODY SLAM

Press X to jump, then whilst in the air, press ●.

## SECRET WARP ROOM

If you choose to win the first five Artefact Relics by competing in the time trials, you'll be granted access to a secret warp room. To get to it, go back to the centre of the main warp room and you'll see a special hub that is raised above the ground. Step onto this to be whisked away to a secret room containing five new levels. If you have the first five Artefacts, you'll be granted access to level 26 (Ski Crazy) that contains another Clear Gem and Artefact. The more Artefacts you collect by completing time trials, the more levels you'll be able to enter in this strange new world!



boxes. When you're in the bonus level, you come to a large pillar of boxes with a bouncy arrow box on top, slide into them to take out the first couple, then perform a crouch jump to get on top of the arrow box – this will give you enough life to enable you to get the two boxes that are on top of the steel stack of boxes.

When back in the real world, you'll come across another perspective change and some boxes that will need activating via the switch box, then it's onto the last dinosaur chase before the end of the level. As you dash to the finish, be sure to trigger the nitro switch (this will destroy all of the nitro boxes in the level and enable you to get the Clear Gem for smashing all of the boxes!)

## LEVEL 5

### MAKIN' WAVES TREASURE

1 Crystal, 1 Clear Gem, 37 Boxes

#### TIME TRIALS

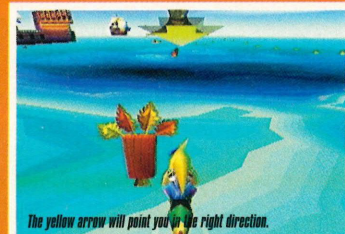
1:08:00 – Sapphire Artefact

0:58:20 – Gold Artefact

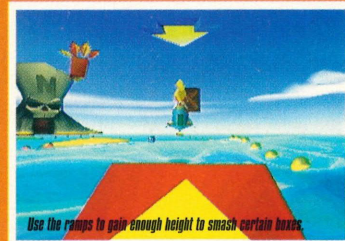
0:53:23 – Platinum Artefact

This is the second level in which you step into the pink sneakers of Coco, and this time you get to thrash around on her nippy jet-ski in a fantastic 3-D water level.

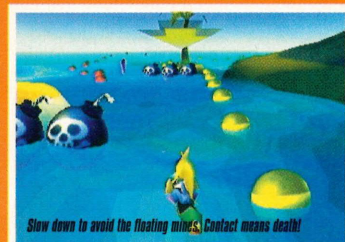
The arrow at the top of the screen will point you in the right direction, so take heed of where it points and smash all of the boxes along the way. The



The yellow arrow will point you in the right direction.



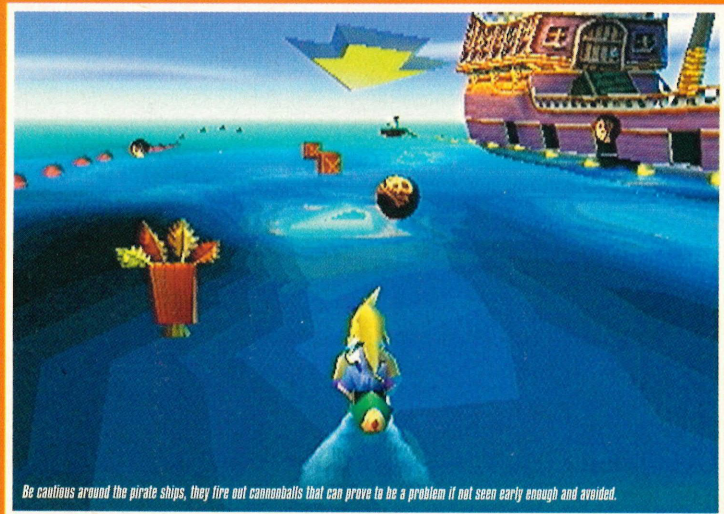
Use the ramps to gain enough height to smash certain boxes.



Slow down to avoid the floating mines! Contact means death!

route is also marked with various buoys (yellow on the right and red on the left), so you shouldn't get lost at any point. The real fun comes from the jumps. At certain points your path will be littered with these jumps that can be glided over and will enable Coco to smash any boxes that are hovering in the air. If you miss, them, simply turn around and have another go. When gliding through the air after a jump, you can pull back on the directional pad to perform a mid-air flip, or by pressing forward, you'll dive into the water afterwards and sink slightly – this will able you to grab any extra lives that may be below the water's surface.

The only obstacles to avoid on this level are floating mines, cannon balls and pirates in boats that'll smash you with their oars.



Be cautious around the pirate ships, they fire out cannonballs that can prove to be a problem if not seen early enough and avoided.



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## COMPETITION FUN POTS

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Exclusively to POT NOODLE Fun Pots there is a free *Small Soldiers* Combat Card being given away in each pack, with six characters to collect.

*Small Soldiers* is the hot new animated kid's film everyone is talking about - Toy Story with a difference!

**WIN WIN WIN**

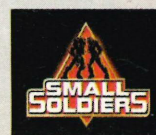
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To win one of our 'Noodletastic' prizes just answer the simple question below...

**Q.** What is Chip's Surname?

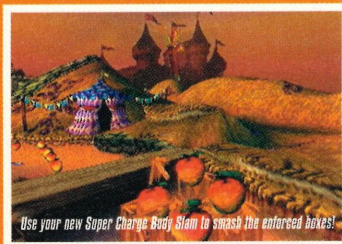
Please send your answers to:  
Daniel Russell  
Paragon Publishing  
St Peter's Road  
Bournemouth  
Dorset  
BH1 2JS







## LEVEL 6



Use your new Super Charge Body Slam to smash the enforced boxes!

### GEE WIZ TREASURE

1 Crystal, 1 Clear Gem, 100 Boxes

### TIME TRIALS

1:35:00 – Sapphire Artefact

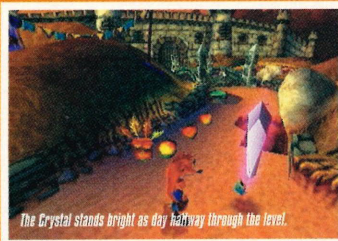
1:22:70 – Gold Artefact

1:05:90 – Platinum Artefact

When you start the level, watch out for the frogs, if they trap you, they'll kiss you and turn into a hippie prince... urch!

A short way into the level, you'll be able to use your new Super Charge Body Slam move for the first time to shatter a stack of re-enforced boxes.

You'll also meet the pesky wizards for the first time. These guys shoot fireballs at you which can either be jumped or span into – just don't make contact with them, because if you do, you'll be transformed into a frog... Bud-Weis-Er! The bonus level is slightly trickier than previous



The Crystal stands bright as day halfway through the level.

outings. At one point you will come to a switch box, ignore this to start with until you jump out and smash the lone box hovering in space, then hit the switch in order to reveal the large row of steel boxes above. The rest is pretty easy

The rest of the main level is very straightforward. There are a few swordsmen to avoid or kill, and right at the end there is a nitro switch that'll need activating if you are to gain the Clear Gem.

## LEVEL 7

### HANG 'EM HIGH TREASURE

1 Crystal, 1 Clear Gem, 1 Yellow Gem, 96 Boxes

### TIME TRIALS

1:24:00 – Sapphire Artefact

0:52:63 – Gold Artefact

0:43:80 – Platinum Artefact

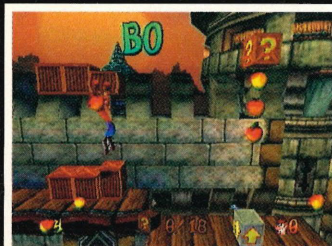
This level starts with Crash having to jump on a series of canopies. Once at the top, you'll see a vicious swords-



This is the bonus level tile, stand on it to be whisked away!

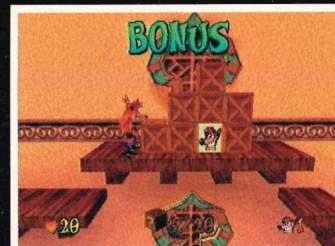
## BONUS LEVEL

When in the bonus level, jump off the edge of this ledge to smash the hovering box, then jump back and hit the switch box to activate a bridge of steel blocks. The rest is very straight-forward.



## BONUS LEVEL

When in the bonus level, you'll come to a changeable box that will flick to a normal box and a 'TNT' box, hit it when it's a 'TNT' box to trigger the switch below. You'll then be able to get all the boxes.



man up ahead. Don't even think about approaching him whilst he is waving his sword at you, instead wait until he turns around and starts walking away before either spinning or sliding into him. Next up is the magician on the magic carpet – he is easy to kill though.

When you've killed him, use the bounce box to get up to the higher level and then jump to grab hold of the upper rail – you'll use this to swing like a monkey over to the far platforms – just watch out for the scorpion though. The best way to kill them is to slowly edge closer and spin whenever it's near

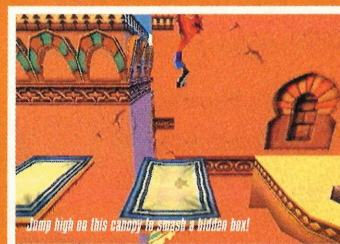
When you come to the peasant carrying the jug, simply slide into him to get rid and then bounce on the two further canopies to get across the gap – but watch out because there is a box concealed high up that you'll need to bounce high on the second canopy to get.

Before long you'll come to another high railing that you'll need to swing

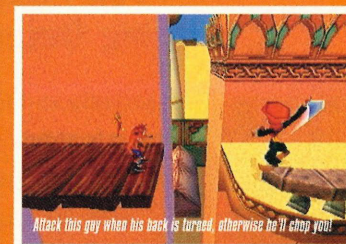
across. This is much longer than the first and has more enemies to contend with. At one point, you'll have to drop off in order to get to the bonus stage. This stage is quite hard to master. To start with, you'll have to jump up to obtain high boxes, the most effective way to do it being to use the low box as a spring board to get enough height to land on top of

## YELLOW GEM

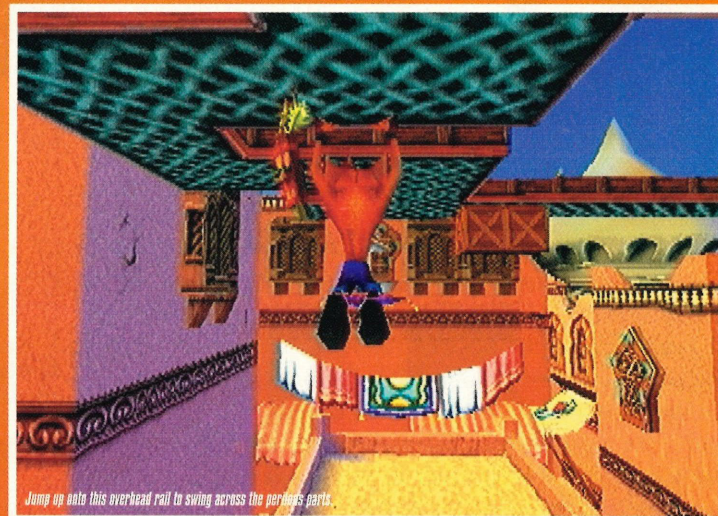
To get the Yellow Gem in this level, you'll need to pass all of the time trials in this set of levels (so you'll have ten artefacts in total) then go to the secret warp world to gain access to a new entrance to Hang 'Em High. We recommend waiting until you gain the Double Jump power before attempting this though, because there are rather a lot of nitro boxes inside that'll be devilishly hard to avoid without it.



Jump high on this canopy to reach a hidden box!

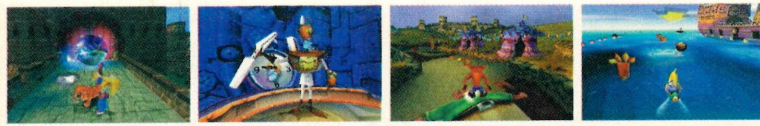


Attack this guy when his back is turned, otherwise he'll chop you!



Jump on onto this overhead rail to swing across the perilous parts.





# crash 3: warped play guide

the second lowest box, then simply bounce up them like steps. Towards the end of the bonus stage, you'll see a wire frame box that needs filling in. Walk ahead slightly and you'll see a changer box that'll alternate between a 'TNT' box and a normal box – you'll need to hit it when its a 'TNT' box in order to trigger the switch box below it. When done, a bounce box will appear where the wireframe was, use this to get to the higher boxes.

When back in the main level, use the bounce box to grab hold of the railing and then carry on swinging to the end. There are more canopies to jump on before you'll come to a nitro box with two normal boxes underneath. Use your slide to take these out. The canopies that follow have another hidden box above them, but the rest of the level is dead ease really..

## LEVEL 8

### HOG RIDE TREASURE

1 Crystal, 1 Clear Gem, 13 Boxes

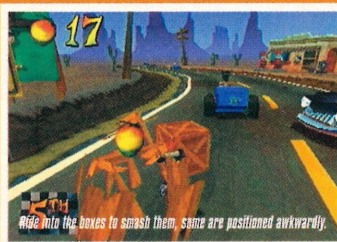
#### TIME TRIALS

0:45:00 – Sapphire Artefact

0:41:43 – Gold Artefact

0:35:03 – Platinum Artefact

Get ready to race the red-necks in this highly enjoyable motorbike level. The idea is the race the 'boys' to the finish line and take first place. If you come



Hide into the boxes to smash them, some are positioned awkwardly.

first you'll get the Crystal. You're at a bit of a disadvantage though because they all have cars and can thus run you off the road, but your bike is slightly faster.

When we cleared this level, we did it twice – the first time we concentrated on getting all of the boxes at a relatively slow pace, thus learning the twists and turns of the road. Then the second time we concentrated on coming first. There are few tips to learn in order to beat the boy racers. The first is to gain a speed-start by accelerating just as the lights go green, the second is to ease up on the throttle when tackling the hard turns, and the third is to obtain a good racing line by staying away from the cars and clinging to the side of the road when approaching corners.

At certain points, you'll come to speed-boost arrows on the road. When you run over these, you'll pull a wheelie and go incredibly fast. By learning the road lay-outs and turning into the corners well in advance, you can maintain this additional speed for quite some time, so make full use of it. Be wary of cop cars blocking the path at certain points, and you'll also need to use the ramps to obtain boxes and jump gaps in the road.

## LEVEL 9

### TOMB TIME TREASURE

1 Crystal, 2 Clear Gems, 95 Boxes

#### TIME TRIALS

1:42:00 – Sapphire Artefact

1:10:00 – Gold Artefact

0:53:90 – Platinum Artefact

Not a particularly tough level this, but it can throw up a few problems if you aren't cautious enough. The perils early on include giant cobras and lizards that jump out of pits. Be on the



Stationary cop cars will block parts of the road, steer round them.



Stay out of the rays of light. If you touch them, poison darts will kill you!

## PURPLE GEM

During the Tomb Time level, you'll notice a split in the path. Going left will take you to a wall with a picture of the Purple Gem on it. Unfortunately, you'll need this purple gem to get both of the Clear Gems in this level. When you have the Purple Gem (found on level 13, High Time) return to this level and the wall will open revealing a new path with more boxes and the second Clear Gem at the end. Once this path has been completed, you'll rejoin the original path near to the end of the level, so you'll have to track right back to where the path split, collecting all of the boxes along the way in order to get the first Clear Gem when you eventually complete the entire level. Tricky business!

lookout for the switches on the ground that open the large stone doors and you'll shortly come to the deadly tiles. These form a bridge and must be tackled carefully. Basically the green tiles are safe to walk on, but the red ones will plunge you to certain doom – you can walk on them, but just be sure to jump off quickly!

You'll then come to the bonus level. This involves detonating a series of 'TNT' boxes before you'll come to a stack of boxes with a 'TNT' box close to the top. Slide into the bottom box and then this trigger the 'TNT' box. Jump on top of the stack and jump again over to the steel boxes. Then drop down and finish the level.

When back in the main level, you'll soon come across a series of monkeys in jugs that'll toss stones at you. Spin into them to smash the jugs and you'll be left with one solitary quivering

chimp. Give him a good spanking by jumping on him to gain more fruit.

Next up is the dreaded falling blocks. Time your run so that one falls just before you reach the end and then jump over it and take out the vindictive swine that's pulling the 'drop' lever. Beware of the rays of light ahead. They activate poisonous darts. If you do touch one, jump quickly to avoid the darts as they fly out of the wall on the left.

Soon after you'll come to a split in the path. Don't bother going left just yet. Go right and carry on until the end of the level, facing perils you'll already be familiar with.

## LEVEL 10

### MIDNIGHT RUN TREASURE

1 Crystal, 1 Clear Gem, 35 Boxes

#### TIME TRIALS

0:53:00 – Sapphire Artefact

0:38:20 – Gold Artefact

0:18:20 – Platinum Artefact

Use exactly the same strategies as you did for Orient Express, but be wary of a lot more obstacles littering your path.

The hardest part is collecting all of the boxes for the Clear Gem award. In regards to the trap-door men, skip the first one, but hop up on the second. From here, smash the two boxes at the top and then start running to the edge of the platform before jumping. With any luck, you should smash the following two boxes on the way down, then when you hit the ground, immediately jump again to avoid the dragon. The rest of the level is pretty manic – be aware of more suspended boxes and you shouldn't have too much trouble.



## SOLUTION CONTINUED NEXT MONTH...





# TENCHU

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GUIDE OF THE WISE POWERSTA'CHUN...

## COMPLETE SOLUTION

### WEAPONARY



#### SHURIKEN

These blades produce light damage when they hit. Use them against wolves or other animals to kill them instantly and avoid detection. These are banned in the UK, because of their lethality.



#### HEALING DRAUGHT

Down this brew and all your character's health will be restored. There is a short delay before it takes effect so find a safe place to hide before using it. Tastes bloody awful though.



#### SMOKE BOMB

Eye-watering smoke is released when the smoke bomb is dropped. Either use it on pursuers to help you make a swift getaway, or use it to stun foes before finishing them off.



#### GRENADE

The grenade explodes on contact with an opponent, causing extensive damage. If it misses the target its fuse will run down and explode, damaging anything in the surrounding area.



#### CALTROPS

A handful of tacks is enough to stop the hottest pursuit. If your character gets spotted by a group of foes, caltrops will slow them down immensely, particularly if they are wearing Nikes.



#### POISONED RICE

Uncle Den's irresistible rice can lay any unsuspecting consumer low with a case of 'Delhi belly'. Use it to remove troublesome guards. It can also be used to lure guards out into the open.



#### LANDMINES

An end to tap dancing classes awaits anyone who steps on this menace. Lure pursuers onto the mine and watch with satisfaction as they are killed en masse by this banned object.



#### FIVE COLOURED RICE

Not to be confused with five spiced rice, this jar of edible colour can be used to mark where the ninja has been. Seeing as we've provided excellent maps, you won't need it!

### TIPS AND CHEATS

#### RANKING

Scoring points does more than measure your skill. If a score of 400 or more is reached at the end of a mission a special weapon is awarded. Scoring is as follows: 20 points for assassinations - perfecting your art is rewarded well.

5 points for kills in open combat - the way is of stealth not of swordplay.

400 points for not being spotted - this is reduced every time the ninja is seen.

-30 points for each civilian killed - a ninja must always defend the defenceless.

Ranks are awarded as follows:

400+ Grand Master

The rank of grand master will earn you a secret weapon.

300-400 Master Ninja

Many items will be given to the master ninja.

200-300 Ninja

Few items will be given to those that do not improve with time.

100-200 Novice

A single item will be bestowed upon those that learn little.

0-100 Thug

To those that dishonour the way, there will be no reward.

#### GEORGE STOBARD POCKETS

Press **□, △, ▲, △, △, △, △, △** whilst holding the **R2** button on the Item Select Screen. This will increase your carrying capacity to 99.

#### SECRET ITEMS

Press **□, □, ▲, ▲, △, △, △, △** whilst holding the **R1** on the item select screen to unlock the secret items.

#### MORE GEAR

Press **□, □, ▲, ▲, △, △, △, △** whilst holding down **L2** on the items screen. This gives you bottomless pockets.

#### HEALING PROPERTY

Pause the game during a mission and press **□, □, ▲, ▲, △, △, △, △** to restore your character's health.

#### ACCESS ALL

##### AREAS

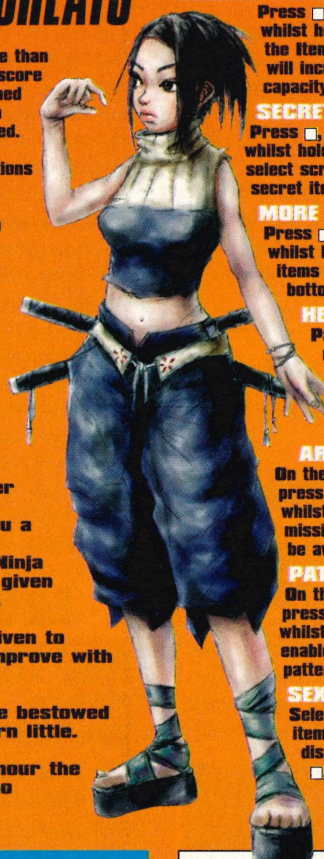
On the mission selection map, press **□, □, ▲, ▲, △, △, △, △** whilst holding **R1**. All the missions in the game will now be available for you to play.

#### PATTERN SELECT

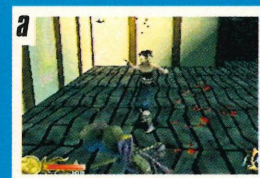
On the mission selection map, press **□, □, ▲, ▲, △, △, △, △** whilst holding **R1**. This will enable selection of guards pattern.

#### SEXY ARMOUR

Select Ayame, then on the item selection (with armour displayed as an item) press **□, □, ▲, ▲, △, △, △, △**.



### BASIC TRAINING



**[a]** The first guard poses no trouble. Simply rush him when he faces away and plunge your weapon into his heart.



**[b]** As the guard on the ledge disappears down the corridor, grapple up to the ledge and lie in wait for him to return.



**[c]** The spearman at the bottom of the ledge walks back and forth along the same stretch of ground. When he turns his back, roll off the ledge and attack.

**[d]** Another sleepy guard patrols this area. Apply cold steel to his innards, to send him on his way.

**[e]** Approach the ledge and crouch so that both guards are in your line of sight. When they have their backs turned, rush the swordsman then the archer.

**[f]** Climb up the ledge when the guard turns round. Crouch so that he doesn't see you as he turns. When he faces away again, leap onto the ledge and cut him down.



### STEALTH...

To be a true ninja, one must be a shadow in the dark. The stealth button is the most essential tool in the entire game. It allows the ninjas to sneak along walls and crouch behind barrels, concealing them from enemy sight.

Keep an eye on the awareness circle: the greater the number, the closer an enemy is to the ninja. Dogs and other wild beasts can sometimes catch the ninja's scent if they get too close, so be wary.

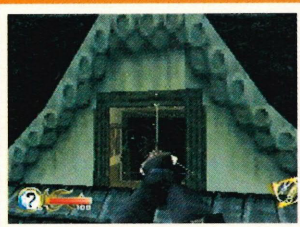
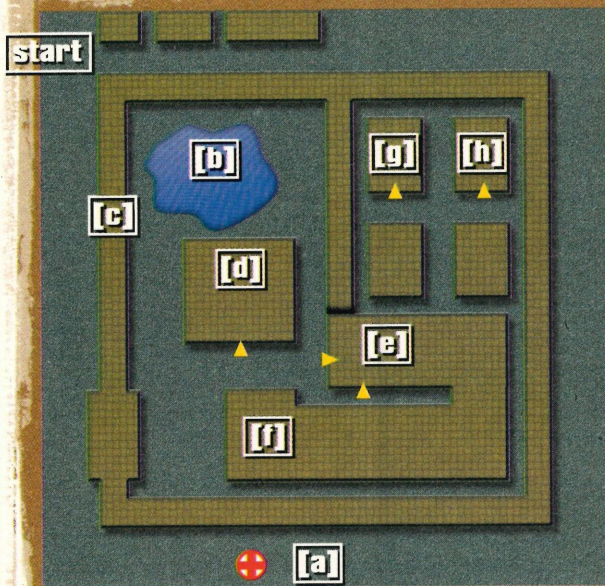
If an opportunity to take the higher ground presents itself, always take it. Not only does height conceal the ninjas from foes, it also gives them a better chance to pounce and murder unsuspecting warriors.

Without doubt the most important thing to remember is to check your ground. Be aware of your position and the surrounding terrain. If there are many guards, cover your back and wait for an opening; if there are few, avoid them. Be patient: to act in anger is to lack skill. Deal in certainty, do not rely upon luck. Follow the way and it will not fail you.





## L1 PUNISH THE MERCHANT



The left gets you directly to the corrupt merchant.



Bowmen cannot block melee attacks. Cut them down up close.

**[a]** The outside of the compound has a couple of guards on patrol. Use the compound wall as a vantage point to spot them and take them out. Check out the pier on the river: it usually contains a Healing Draught.

**[b]** The Zen garden has a bowman covering it. Drop off the roof and cut him down. Use the bridges to conceal your approach to the main complex. There are two guards in front of the guardhouse, so this isn't the best route to take.

**[c]** Use the wall to move quickly and silently around the compound, avoiding the guards. From the wall your character can reach any building with the grapple hook. Stay low whilst on the wall so the moonlight doesn't silhouette the ninja.

**[d]** The guardhouse has three warriors in or around it. There is also a geisha wandering around this area. If you manage to gain access to the guardhouse without alerting anyone, you will find a few choice items inside.

**[e]** The easiest way to get to the boss area is through the loft. Go through the top window and drop through the hole in the ceiling. On sighting the ninja, the fat guy, Ichigoya, will call for his bodyguard and do a runner.

**[f]** This is the servants' quarters. Avoid it like the plague unless you know where the two servants are. This is a good place to attack the guards in front of Ichigoya's house, but there is a high chance of being spotted here.

**[g]** If the storeroom is accessed, quickly and quietly, there will be a few weapons

inside. The door to the storeroom makes a loud squeaking noise as it opens, so you are advised to slay the guards before attempting to rob it.

**[h]** This is Ichigoya's final hiding place. On opening the doors he will try to shoot you with his gun. Rush straight at him and cleave him in two. The fat fool cannot block so he won't give you much trouble.

**[i]** The storerooms are well guarded. There are at least three warriors constantly patrolling this area along with a couple of dogs. Isolate each guard and kill them before returning to the roof. Keep doing this until the area is clear.

**[j]** The main gate is heavily guarded by at least four warriors. Should you be foolish enough to attack the gate, the alarm will be raised and all the men in the guardhouse will rush to defend it.

### PINK BODYGUARD HOW TO THRASH HIM:

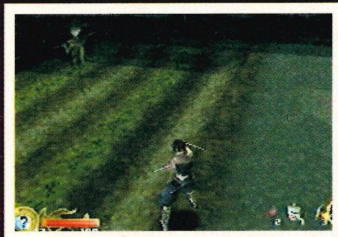
This effeminate swordsman will call for more guards to assist him. Keep him away from the door so that they don't hear his cries. The swordsman uses slow precise cuts to attack. When he raises his blade to strike, hit him with a counter move.



I have to deal with you first!

## L2 DELIVER THE MESSAGE

**[a]** The main road is usually very well guarded, but provides dozens of



Fields offer little cover for the ninja.

hiding places and a quick route to Lord Gohda's town house. If you want to complete the level quickly, just run down the main road and across the bridge.

**[b]** This area is open fields and there are few hiding places for the ninja. Guard dogs patrol this area regularly and their ninja handlers aren't far behind. Use Poisoned Rice here to clear a path through the ninjas to the first crossroads.

**[c]** The back alleys provide a safe route through the town. The only danger here is from the ninjas that patrol the

roofs. They can catch you unawares.

**[d]** Get on top of the roofs near the river to get a good view of what lies in wait. From this point the entire dock can be surveyed. Drop off the roof and murder the ninja below. Be aware of the ninja opposite the river: he will call for aid if he spots you.

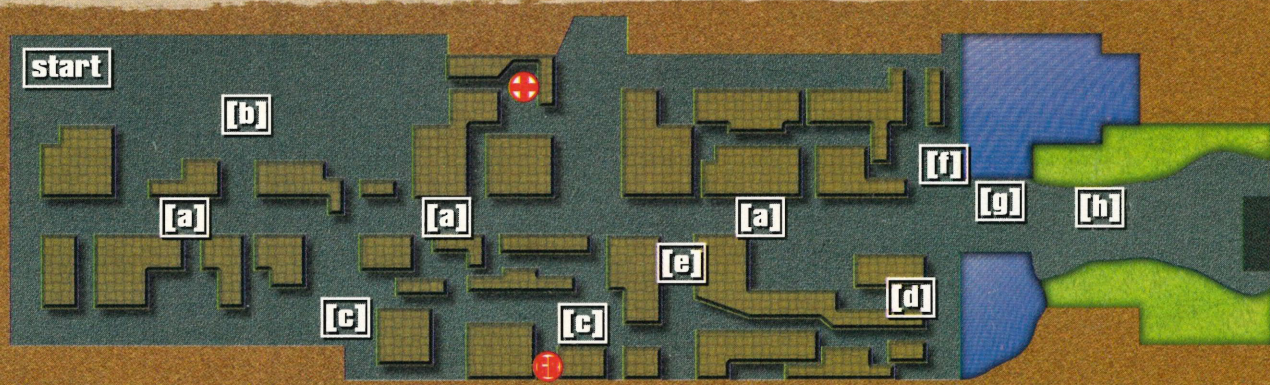
**[e]** The crossroads is the most dangerous place on the map. Many ninjas patrol here and the men on the roof have a good view of all oncoming traffic. Stay away from the centre of the road and cross at the very edge of the map.

**[f]** The crates at the dockside provide excellent cover for the ninja. Any

guards that attack in this area can easily be knocked into the river and drowned. From this point you can swim across the river to the town house.

**[g]** Don't cross the bridge directly unless you are prepared to fight the ninjas on the other side. Cling to the side of the bridge and shimmy across the river. This will ensure that the ninjas in the garden don't spot you.

**[h]** Two elite ninjas guard Lord Gohda's garden. It is best not to attack either of them. Instead creep through the bushes to get to the steps. Alternatively wait for them to face away and make a run for the staircase.







## L3 RESCUE...

**[a]** The best way to traverse the woods is to go straight through the middle. Use Shuriken to cap the wolves from a distance, as they will sniff out the ninja if they get too close. There are many archers at the edge of the woods so watch your back.

**[b]** If you are confident in your ability as a ninja, search the tunnels surrounding the woods. They are often guarded by sleepy guards, so investigating them will not be a problem.

**[c]** Hide in the niche on the left and eliminate the main guard. Occasionally there may be two dudes instead of one on patrol. It would be best then to use Poisoned Rice to flush them out.

**[d]** The wooden boards that cover the floor here are not as innocuous as they first seem. As you approach, they will drop away into the depths of the cavern. Use the rope to winch across to safety.

**[e]** This is a dead-end pit. If you approach it from the east, it is impossible to proceed any further. If you come at it from the west, the rope can be used to cross the gap and return to the start of the dungeon.

**[f]** This is the safest route through the dungeon. Use the rope to cross the chasms that lie in wait. Don't worry about encountering any guards here as they very rarely patrol this region.

**[g]** The first few cells contain guards and pick-ups. Opening the cell doors always alerts the guard inside. Make sure you swiftly roll away so that they don't spot you. The cells don't need to be cleared unless you want extra points.

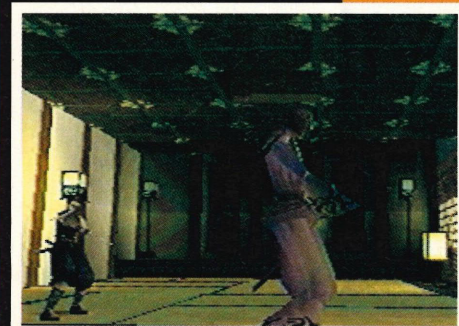
**[h]** The bridge is always guarded. Either use Poisoned Rice on the spearman or wait just below the ledge until he turns his back. Don't try and fight him on the bridge or you may fall to your death.

**[i]** The main cell block is usually unguarded. Search it thoroughly to

### BJ & THE BEAR

#### HOW TO THRASH HIM:

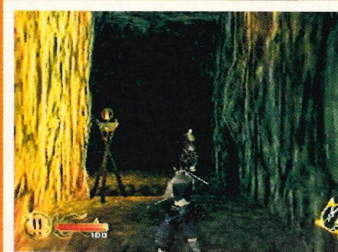
To defeat the fat twins easily, make sure you have at least two Landmines in your pack. Plant both of them, then retreat to the tunnel. When they have both gone off, chuck a few Grenades in to finish the job (and yes we know it was a monkey!)



**[j]** There is a spearman circling this pillar at all times. Simply shadow him when he changes direction, then slash his apple as he steps away. To the south is an antechamber: kill the sleeping guard there to top up your score.

**[k]** One last warrior blocks the route to the cell. Be certain to take him out before entering the boss chamber. He is a very curious guard, so a pot of Rice that's dropped near the end of the tunnel should distract him long enough for a clean kill.

**[l]** A bear and a fat bloke are the final guardians of the dungeon. Both their attacks are unblockable and do a terrific amount of damage: if one of them manages to get behind your character, it's lights out.



The trees make excellent ambush points; use them often.

obtain some choice equipment. Be wary of surprise attacks in this area - sometimes guards will hide behind doors ready to pounce.

The chasms form a natural barrier: Shoot at foes you trap near them.





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## L4 CHECKPOINT NAGINATA



To defeat the naginata master, wait until she attacks. After she has, deliver a strong attack while she is wide open. Always check your distance when you counterattack: she has a tendency to retreat out of range and spear you as you get close.

**[a]** Use your rope to get up to the gate. From here you can check out the pattern of guards on patrol. Walk near the gates to open them and you should be able to lure a guard through to get an easy kill.

**[b]** Use the watchtowers to cover your advance. Be wary of the guards on top as they have a good field of vision. Just behind the guard towers are some concealed archers. This is a very dangerous point to attack as the archers are all covering each other.

**[c]** The storeroom provides good cover for your advance. Stay low to avoid the gaze of the guards on the hill. Stick close to the wall of the mountain and hide in the shadows. There are few dispersed guards here that shouldn't pose much of a threat.

Pick off snipers on the cliff face, with your shuriken.



### TWO SWORDS HOW TO THRASH HIM:

With his two blades, this master proves to be a great threat. Keep rolling left and right to get behind him, then attack before rolling away again. Using this hit-and-run tactic, even mastery of two swords won't save this jaffa.



Back to and strike the Naginata General before she attacks.

**[d]** As before, hug the rock and slide cautiously along the wall. The guards will often stand atop the tree stumps here to extend their field of vision. Either lay some Rice to lure them away or just rush them.

**[e]** The guard on the bridge can prove quite tricky to deal with as he is being covered by a bowman on the far side. Roll to the tree on the left of the bridge and wait until he gets out of the bowman's sight before eviscerating him.

**[f]** The waterfall sometimes contains a health pack. Drop off the cliff and swim through it to take a look. There are a few lookouts along the cliff face, so stay close to the rock. If you get spotted, winch up the cliff and the reinforcements should go right by.

**[g]** This area has between two and three guards on patrol. It is easier to use this route than go through the woods, to get to the checkpoint. The men here are tired all the time and can often be caught by surprise.

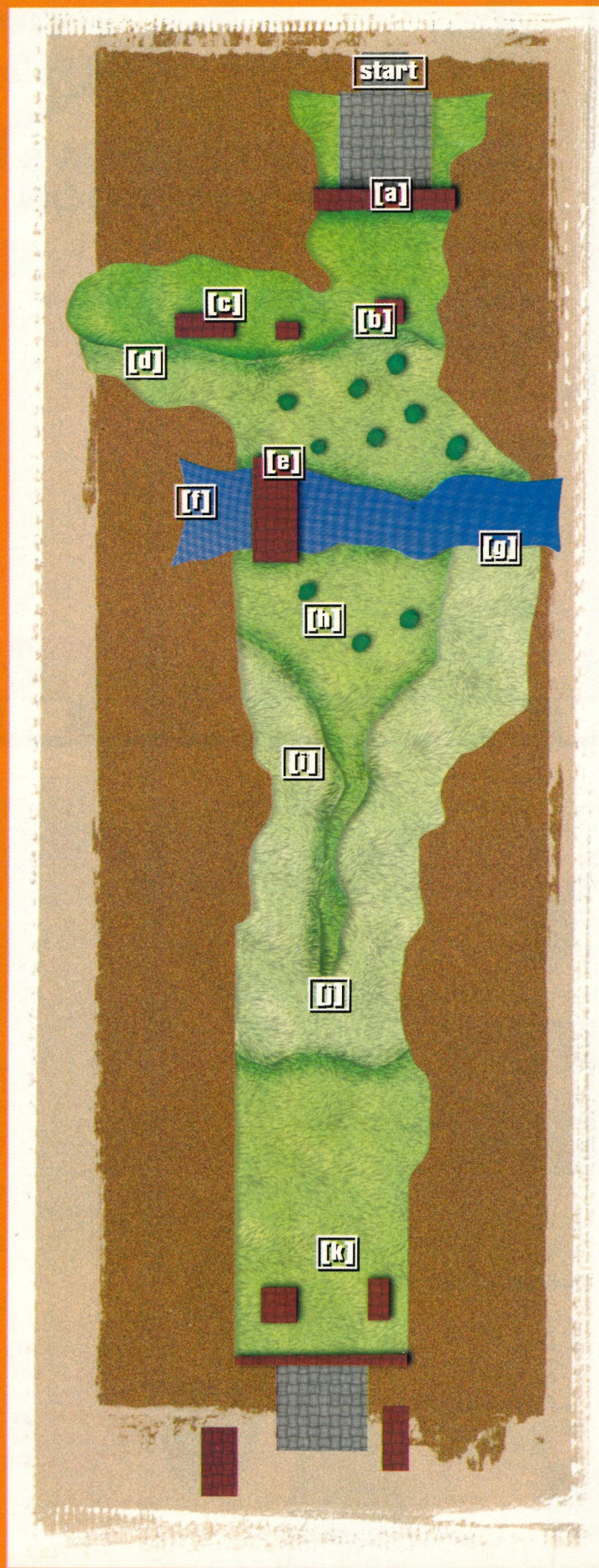
**[h]** The woods are heavily guarded by supermen and

archers. The tree cover does help the ninja stay hidden, but the number of guards makes being spotted very likely.

**[i]** Avoid the gully and climb the cliffs. From the top of the cliffs you get a good view of the guards below. Watch out for those pesky dogs though: they often come sniffing around.

**[j]** Either rope across the top or chuck some Rice or Grenades down, to amuse the guards, before running past in all the confusion.

**[k]** All the guards in this area need to be taken out before facing the final boss. Use the watchtowers to hide your character, climbing to the top if necessary, and remove both guards with clinical precision.







## L5 EXECUTE CORRUPT MINISTER

**[a]** Stay away from the bridges that lead into the courtyard. These are vigorously patrolled by vigilant guards. The ground that is near the bridges is also very open, making a successful approach unlikely.

**[b]** Once again the compound walls prove to be the best weapon against the multitude of guards that protect the minister. Use them to reach the roofs and hunt down the minister.

**[c]** If you manage to take out the guards in the area, head for the armoury. Inside are a couple of Smoke Bombs and Grenades. Don't forget, if the guards have been alerted they will have armed themselves with this stuff!

**[d]** The servants that inhabit these rooms prove a real pain. If they catch sight of your character they will alert the armed guards in the adjacent courtyard. Stick to the roof and avoid this area like bath time.

**[e]** This courtyard is well guarded by an array of men, many of whom are hidden in the doorways. Best then to stay on the roof and avoid this area, unless you want to have some fun with Poisoned Rice and Landmines.

**[f]** If there are no patrols near this area, check out the kitchens. Inside you may find some Healing Draughts. Be careful of the cook who wanders in and out: she has a habit of turning up unexpectedly.

**[g]** The living quarters are empty due to the absence of the minister. Don't go through

the door next to the balcony as you are sure to be spotted by the archers in the garden below. As this room doesn't offer much, steer clear of it.

**[i]** Don't run past this room unless you wish to wake the resting guard within. Leave him sleeping unless you want the points. If you don't manage to get him with the first cut he will alert the guards to either side, which wouldn't be good.

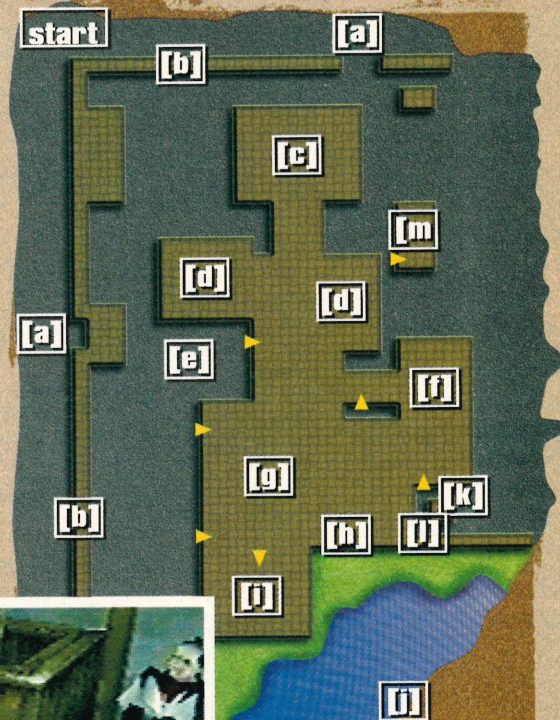
**[j]** Taking out the archers in the garden is imperative to the mission as they will move to cover the bodyguard if you attack him. Use the cliffs to reach the nearest of the archers. Then chuck in some of that irresistible Poisoned Rice to deal with the second one.

**[k]** Don't go near the well unless the area has been cleared of guards (particularly the bowmen at point j). The minister's bodyguard is here awaiting the ninja's arrival. Lay a Landmine or two before approaching him.

**[l]** The archery range is deserted at first. When the bodyguard has been killed, the minister will be here practising his aim. After being confronted by your character he will take the honourable way out and commit seppuku.

### THE BODYGUARD HOW TO THRASH HIM:

Make sure you have at least two Landmines in your pack. Plant both of them, then retreat to the tunnel. When they have both gone off, chuck a few Grenades in to finish the job (and yes we know it was a monkey!)



## L6 INFILTRATE THE MANJI CULT

**[a]** You begin the mission on the steps of the temple. Use the bushes to the left and right to reach the gate undetected. There are two types of guard in the temple: those with weapons and those that wear G-strings - choose your opponents wisely.

**[b]** The rampart that encircles the compound is hollow. Once you have eliminated all the guards in it, you can gain access to anywhere in the compound without the hassle of crouching all the time.

**[c]** Don't be tempted to rush straight through the main gate. There are

several patrols that cover this area, along with men stationed inside the buildings on either side. Stay well inside the rampart and take out the guards from there.

**[d]** Keep away from the open areas as guards are on constant lookout. The fanatics that wield the weapons often send their unarmoured cousins to scout while they wait in the shadows for you to attack.

**[e]** The shrines here contain fanatics. They will be alerted if you open the doors, so ensure you are out of sight when you do so. Sometimes these rooms

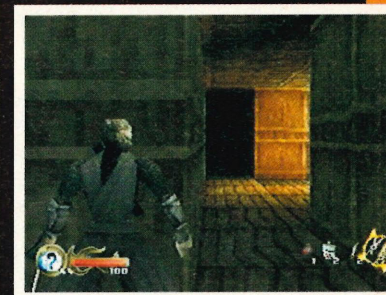
contain Grenades so don't overlook them in your haste.

**[f]** The guardhouse is the most open of all the buildings. Guards can see into it from the two adjacent courtyards, making it a hard building to move through. On the plus side it does make an excellent point for taking out the guards as they circle it.

**[g]** The golden pagoda has three levels. The guard on the second floor can spot you as you cross the roofs. Kill the man in the tower as soon as possible to avoid early detection. On the highest level of the pagoda is hidden a Healing Draught.

**[h]** Kill the guards surrounding the statue, but watch out for the men on

the higher levels. Use the rope to attack the bowmen on the high ledges and climb to the top of the statue to discover exactly where the jewel has been hidden.



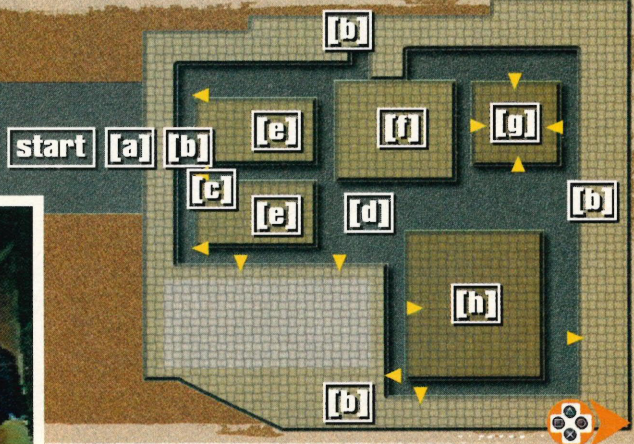
Watch out! There's a monk lurking around the corner.

### FAT FAN MAN HOW TO THRASH HIM:

As the custodian of the jewel attacks, expend all of your missile weapons and Landmines on his hide - this guy is so fat he can't dodge them. Sidestep his giant fan attacks and strike him from the sides.

### ONIKAGE HOW TO THRASH HIM:

This ninja sensei attacks with his bare hands after you have recovered the jewel. He kicks swiftly, leaving little time to counter his moves. Concentrate on blocking and only strike when he is at a distance so that he doesn't catch you unawares.







## 17 DESTROY THE FOREIGN PIRATE

**[a]** There is a pirate armed with a pistol guarding the quay. Grab onto the side of the bridge and shimmy across, or just throw the grappling hook at the building opposite, to get past.

**[b]** Kill the two pirates on the dock to recover the Healing Draught from the crate there. To do this, get onto the building next to the bridge and kill the pistolier when the spearman goes behind the crates, then butcher him as well.

**[c]** The outskirts of town provides ample cover for the ninja. There are a few stray dogs lurking in these areas so your best bet would be to stay

above the houses. There are no pirates on the roofs so you should be safe.

**[d]** Steer clear of the main streets. If you wish to take out the pirates on patrol, use the back alleys for cover. If you drop off the roof for a kill, you may well be spotted by someone further down the street.

**[e]** A lot of fat pirates inhabit this area (probably due to the close proximity of the pie shop). These guys attack with a huge anchor. Just as they raise their arms to strike, attack them with a  $\diamond + \square$  move, to put 'em down.

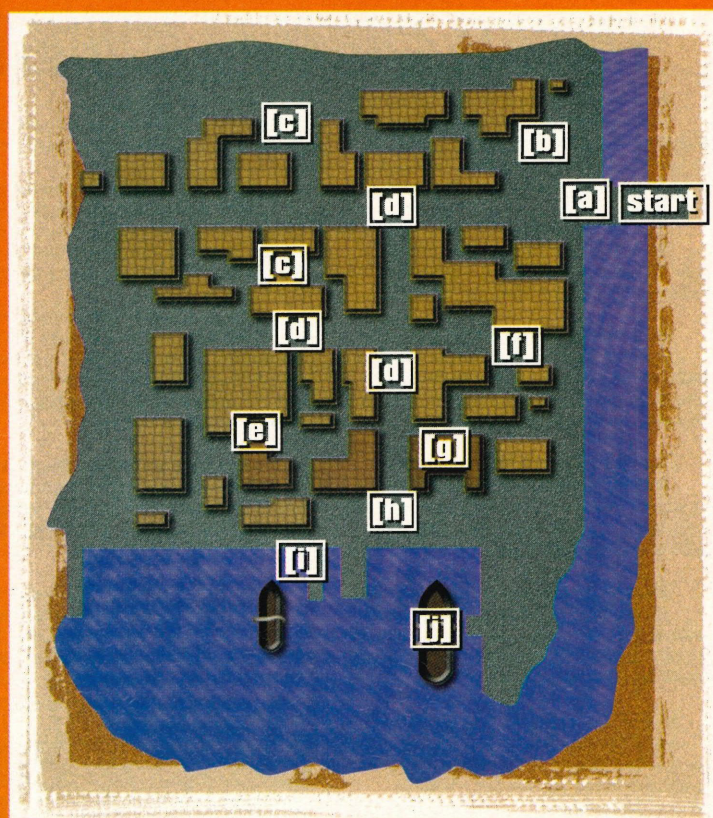
**[f]** The safest route to take is across the top of these buildings. The docks down below are unpatrolled and there are no dogs in this area. From this vantage point you can pick off the guards in the main street with Poisoned Rice and Shuriken.

**[g]** The town hall is the highest building on the map. Make for it as soon as possible to get a good vantage point. From the top of the town hall it is possible to grapple onto the bow of the pirate ship and winch across to the boss.

**[h]** The docks are heavily patrolled by pistoliers and pikemen. They are hard to isolate and kill, as they often patrol in pairs. Use Smoke Bombs or Poisoned Rice to distract them before closing in for the kill.

### PIRATE CAPTAIN HOW TO THRASH HIM:

Place some Landmines on the gangplank and retreat to the quay. When the bloated pirate advances towards you he will hit the mines and fall into the water. You can then watch with satisfaction as his bearded mush disappears beneath the lapping waves.



**[i]** The small ship is guarded by a single pistolier. He has a good view from where he is posted so don't try and attack him from the dock. Leap into the water and use the grapple hook to reach the boat and carve up the pirate from behind.

**[j]** Before entering the main ship, dispose of the guard on the right side of the dock as he will assist the pirate captain against you. Use the wall of the quay to conceal the ninja, then give him a bum's rush.

## 18 CURE THE PRINCESS

**[a]** The woods aren't heavily guarded. Use the trees to kill the first set of guards silently. Try to get them all of them before you walk to the crest of the hill, otherwise they are sure to spot you on entering the clearing near the top.

**[b]** The walkway along the mountain is watched by two sets of guards. One set is patrolling the ledge, the other is watching from the adjacent mountain. Stay close to the rock face and take out the guards opposite with Shuriken.

**[c]** Search the waterfall in the mountainside to unearth some Smoke Bombs. Just throw the grapple above the waterfall to get across. Despite the rushing water, the ninja won't be swept away, so you can take a breather here.

**[d]** Crossing the bridge is a bit tricky as there are few places to hide. Drop a Landmine or some of that luvverly Rice on the bridge, then scamper away. With a bit of luck the man patrolling this area will fall to his death on encountering either of these.

**[e]** After disposing of the guard on the bridge, turn your attentions to this corner of the map. Kill the unwary guard here using the edge of rock for cover. Once the coast is clear, examine the ledge to discover a Grenade.

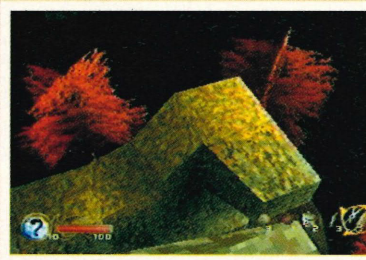
**[f]** Hug the wall here to remain hidden from the guards above. All the guards hidden in the rocks will converge on you if any of them is alerted. Move slowly between the granite and maintain a crouching stance to stay hidden.

**[g]** The waterfall here leads to a sheer drop. There is also a guard hidden inside the adjacent tunnel, making it tough to get past. Use the grapple to get inside the tunnel, then run over to guard before he hears your footsteps.

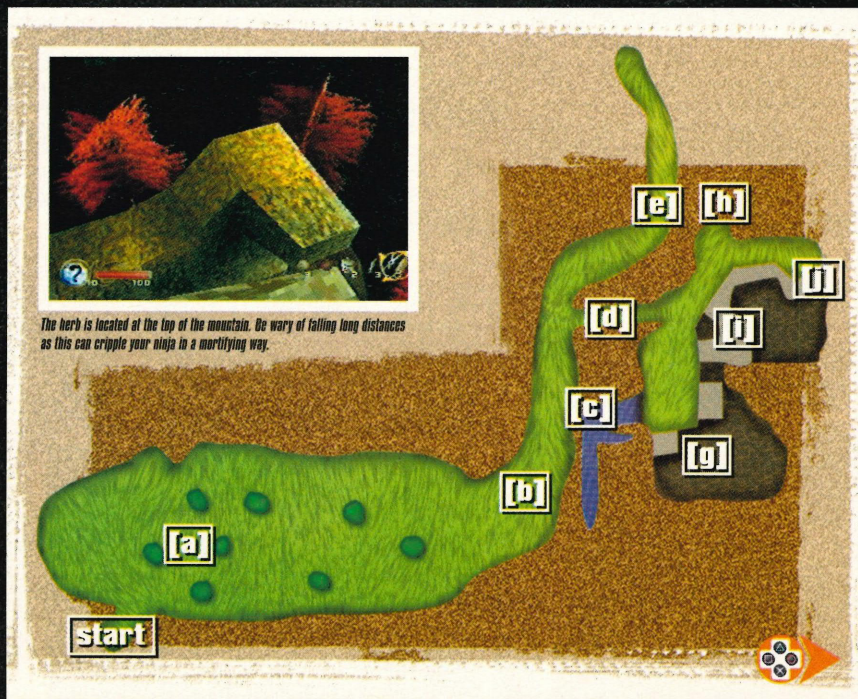
**[h]** Use the  $\diamond, \diamond + \times$  move to somersault over to the isolated edge. There is a lot of equipment littering this ledge so it is well worth the risk. To get across the ledge, walk up to it and step back twice before a somersault.

**[i]** Creep along the tunnel an inch at a time. There are many guards lurking here and they are moving quickly. Available cover is limited so try and ascertain the patrol routes of the guards before advancing.

**[j]** Defeat the guard on the bridge and somersault over to the ledge containing the mystical herb. Once this mighty cure has been gathered, the ninja will return to the castle to save the princess.



The herb is located at the top of the mountain. Be wary of falling long distances as this can cripple your ninja to a mortally way.

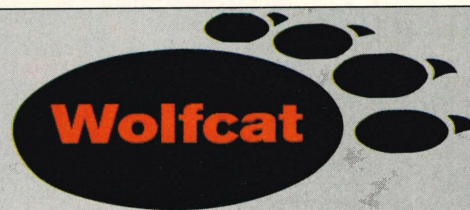




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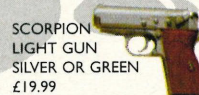
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## L9 RECAPTURE THE CASTLE



**[a]** The first task you face is crossing the river. Luckily the bridge is arched so it can be used to hide behind. Position the ninja just beneath the crest of the bridge and assassinate the guard opposite.

**[b]** The moat that runs the length of the castle can be used to bypass the guards and reach the lower holding area. You will need to stay close to the castle wall while swimming the moat as the guards above have very sharp eyes.

**[c]** Use the pathway that runs the length of the rampart to reach the

### ONIKAGE

#### HOW TO THRASH HIM:

The ninja sensei has developed a few new kicks since your last encounter. He has a predilection for spinning sweeps. Keep blocking until he does this move; then, as he is about to stand, let rip with a couple of your own attacks as he will not be able to block.



lower dungeons and gain access to the main tower. Shimmy along the path beneath the guards and take them out to clear the way.

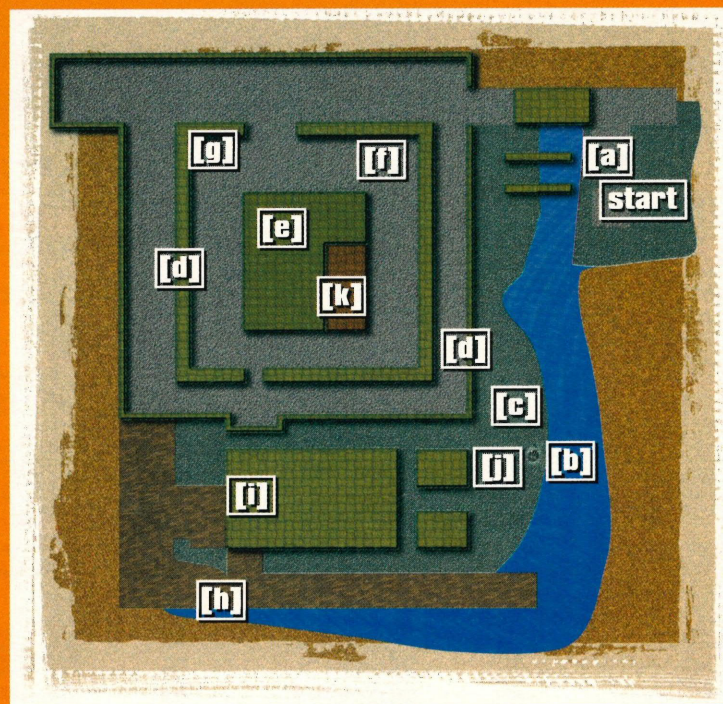
**[d]** Flora and fauna in the castle gardens are well patrolled. Use the shrubbery and pot plants to hide the ninja. The gardens are quite open which gives the enemy ninjas chance to sneak up on you. Use the garden walls to keep out of trouble.

**[e]** Lord Gohda's dojo has a master swordsman in residence. If you fancy a challenge, try and sneak up on this well-trained warrior. If you fail you're in for a deadly battle for survival.

**[f]** The tower entrance is also dangerously thick with guards. Utilise the garden walls as much as possible to get close. If you have any Poisoned Rice, now would be the time to use it.

**[g]** Inside the tower are squads of elite ninjas. Blend into the staircase and roll along behind them. If you attack, use a swift succession of blows to eliminate as many as possible—remember, you only have one chance for a clean kill!

**[h]** Near the source of the river lie the underground grain stores. Hidden within them are a few weapons. The stores are guarded by another squad of ninjas that are rarely fooled by rice or mines, so be prepared to



fight it out if you try to get past them.

**[i]** Next to the main tower are a couple of outhouses. More ninjas lie in wait here, but the houses make good vantage points from which to launch an assault. If the guards are not alerted, you should find a Healing Draught within one of them.

**[j]** Just above the cliff face is a lookout post.

This post is positioned to watch for anyone climbing the rocks or swimming the moat below. Attack it from the north, using the support pillars to disguise your intent, and kill the guard.

**[k]** At the top of the tower is Onikage. He is waiting for you to arrive. To get to the top of the tower quickly and safely, use the grapple hook to scale the outside, instead of fighting your way through the tower.

## L10 SAVE THE PRINCESS

**[a]** This staircase is similar to the one in the manji temple. As with that staircase, it is best if you use the trees at the side to disguise your movements. There is only one guard in this area: slaughter him before proceeding through the gates.

**[b]** Cap the guard dog with a well-thrown shuriken. Then drop into the river to hide from the archer by the gate. Use the walls of the bridge to move into position, then charge the demon as he changes his patrol route.

### DEMON LORD

#### HOW TO THRASH HIM:

The key to winning is in using the sidestep. When the demon raises his sword, it means that hit will use lightning. Use the sidestep and hack at him. He cannot block while he is using lightning so this is the best time to strike.



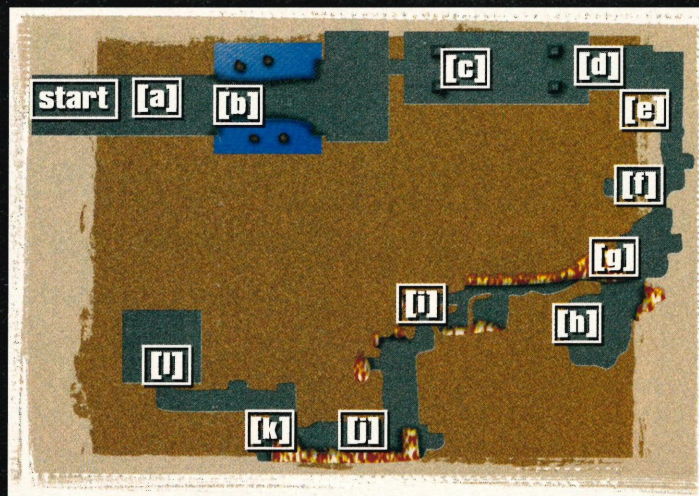
**[c]** There are only a few pillars here to hide behind. Find a pillar and stick to it, picking off any guards that come too close. If any of the guards are alerted to your presence, retreat to the previous area to hide.

**[d]** Onikage is waiting here to challenge you one final time. He has the same kicks as before but this time he comes equipped with his own Healing Draughts. Wait until he has finished a succession of kicks before attacking and he won't pose a problem.

**[e]** With the death of Onikage, the entrance to the underworld is revealed. Drop down the hole and sprint to the first niche. The guards down here are twice as vigilant as those above: if you miss your first attack, don't expect to get another chance.

**[f]** Clear the top of the firefall before descending further into the depths of hell. There are a few sharpshooters stationed here. If the archer positioned here hits you as you grapple across, it's sayonara in a sack for the ninja.

**[g]** A river of lava cuts the hallway in two at this point. If you step on it expect severe fire damage. This works both ways as the lava poses a threat to the guards



here as well. Use a blow to knock them in the river if they get out of hand.

**[h]** Search the caves here for items: you'll need them in the upcoming battle. There are two guards here and one of those bald geezers that spit fire. If you get into a melee with them, retreat across the lava lake and pick them off from there.

**[i]** Lush ambush points await in this maze of caves. The guards here usually have some backup stationed nearby.

**[j]** The guard on the bridge is covered by a Bowman further along the ledge. Use

some of Uncle Den's poisoned variety of rice to lure him into the murder hole adjacent to the bridge.

**[k]** After killing the guy on the ledge, stay low and approach the west bridge. Get as close as you can, then run and jump across. If you're quick enough, the Bowman on patrol there won't get a bead on you.

**[l]** As your character enters the final room, the slab of concrete there will disappear, opening the gateway to hell. Drop down and confront the demon lord. This guy will fire chain lightning that removes 40 health so it's a good idea to keep sidestepping.



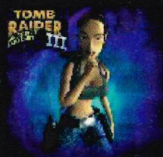


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## WHAT A CHATTY, CHIRPY, CHEEKY, CHIMPY LITTLE MONKEY!

**T**rouble sleeping? Restless nights spent tossing and turning? It may not be insomnia. You may discover it's those Dark Lords from the Nightmare World who are trying to invade your brain and conquer the waking world that we inhabit. Well, that's what *Monkey Hero* would have us believe.

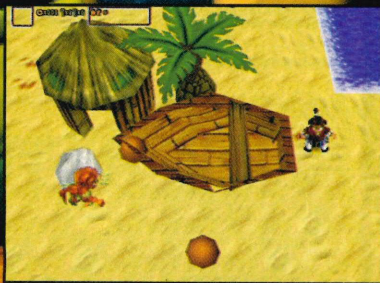
Based loosely on old Chinese folklore (think Jodie Kidd wearing elasticated size 14 jeans), *Monkey Hero* is about a brave manga monkey boy who has to find the eight missing chapters of a magical story book in order to seal the hole between the two worlds. Why choose a monkey? Surely all they do is eat bananas and advertise tea bags?

Setting out on his quest, Monkey must venture through a perilous 16 dungeons solving puzzles, collecting items and killing vast hordes of no-gooders that try and stop him on his epic quest. There are around 45 different enemies with another 14 bosses that are eager to spank your monkey-butt too, so make sure you've got your padded pants on!

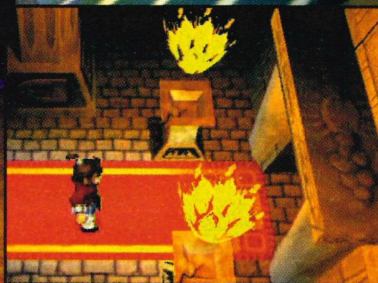
Take 2 has tried to make *Monkey Hero* in the mould of *Zelda*, whereby you have to complete a task before certain areas become accessible. The perspective that it opted for is similar to *Alundra*, so a strong adventure element looks like it has been incorporated into proceedings. It's not sounding too bad is it?

We'll have more news as soon as we've become the King of the Swingers, the jungle VIP, we've reached the top and had to stop and that's what's bothering, er, us. I want to be a mancub and stroll right into town... Shoo-be-doo, I wanna be like you, oo, oo... (ahem!)

# MONKEY HERO



[Above] Sun bathing, sea, surf and bananas. Ah, the life of a Monkey Hero, it makes us green with envy.



[Above] Don't go in there Monkey! No matter how hard you try you know you can't stop him!

PUBLISHER:	Take 2 Interactive
GENRE:	Action Adventure
PLAYERS:	1
% COMPLETE:	90%
RELEASE DATE:	Early '99



FIGHT HONOURABLY AND HURT A FEW PEOPLE AS WELL!

# KENSAI: SACRED FIST

**T**he last time we looked at *Kensai Sacred Fist* (issue 41) it was looking mighty peachy and as we have seen an all new improved copy it just looks better. All animated in hi-res and running at 60fps it's certainly coming

**PUBLISHER:** Konami  
**GENRE:** Beat-'em-up  
**PLAYERS:** 1-2  
**% COMPLETE:** 85%  
**RELEASE DATE:** Early '99

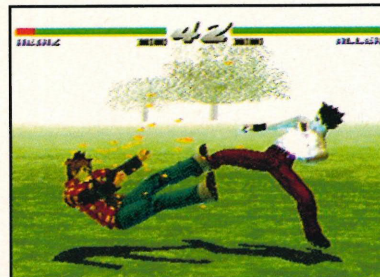
along like a right slinky beast, and what a laugh we had playing it!

There are nine fighters to start with initially and a further 13 to unlock as you progress through the various world arenas. Although the fighters carry out their moves slightly slower than we would have liked to have seen there is still time to make things that much faster which we are hoping.

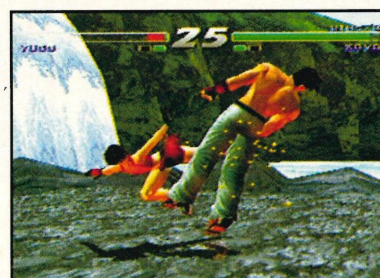
No improvement is necessary when it comes to knocking some poor

contestant's head in though because killer moves not only come fast but they come thick and hard so if you're not careful you'll end up getting an absolute pasting from one of the many different fighters.

*Kensai: Sacred Fist* is bound to impress the avid fighting fan, let's just hope it gets a bit quicker! We'll have a full Roundhouse review as soon as possible.



[ABOVE] A gentle Sunday afternoon stroll in the park ends in disaster again. When will he ever learn?



[ABOVE] Getting treated like a living punch bag isn't much fun, especially when it happens in public.



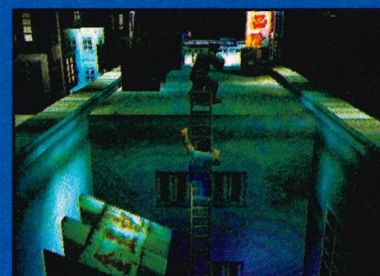
## MINIATURE MARTIAL ARTS ACTION WITH JACKIE... HURRAH! JACKIE CHAN'S STUNTMAN

**B**ruce Lee's short-fry comical successor is beginning to spread his influence ever further towards us action hungry Westerners and now he's showing off on the PlayStation. *Jackie Chan's Stuntmaster* sees dear old Jackie on various sets from his films, re-enacting every kick-filled moment.

We think this game will probably appeal to younger gamers whose parents are concerned about their exposure to the likes of the *Fighting Force* style of

gaming. Jackie does only seem to have a limited number of moves though, which basically revolve around single kicks and punches. To add variation though he can pick up crates and wallop them about like nobody's business, causing as much bruising as possible but in the best possible taste.

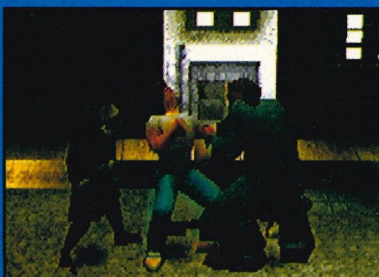
The graphics seem very child-friendly and are animated in a bold cartoony style which give a light-hearted approach to the piles of goons knocked out in your



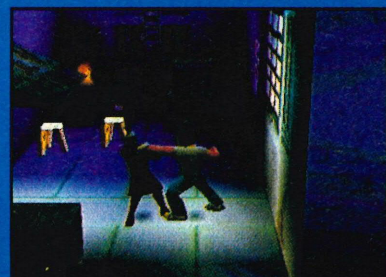
[ABOVE] Climb a ladder, kick a few people and try not to fall over the edge. Like you'll really give a damn.

wake. *Jackie Chan's Stuntmaster* still needs work, but it's progress seems to be going well. We'd be happy to bring you more news, but we broke our arms trying to break breeze blocks with our bare hands.

**PUBLISHER:** Sony  
**GENRE:** Platformer  
**PLAYERS:** 1  
**% COMPLETE:** 75%  
**RELEASE DATE:** Spring '99



[ABOVE] Jackie gets beaten up by a collection of grey baddies. You'll love this... no, really, you will. Really!



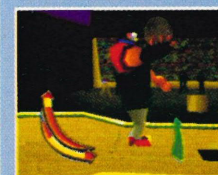
[ABOVE] Punch, punch, kick, kick. The amount of moves Jackie can perform are certainly original.

### ACE COMBAT 3



THE THIRD IN THE SERIES OFFERS THE BEST GRAPHICS OF THE LOT. WITH NEW MISSIONS, NEW PLANES AND A WHOLE NEW APPROACH TO THE GAME STRUCTURE *ACE COMBAT 3* COULD END UP RIVALLING SOME OF THE PC'S FLIGHT SIMS. NOW THERE'S A THOUGHT.

### ANIMANIACS BOWLING



THEIR FIRST OUTING ON THE PLAYSTATION TAKES THE ANIMANIACS BOWLING AND WHAT A STRANGE BUNCH THEY ALL ARE. FEATURING ALL THE FAVOURITES, THE CREW WILL TRY AND OUT-DO EACH OTHER FOR THE TITLE NO DOUBT USING ALL MANNER OF DIRTY TRICKS ALONG THE WAY. OUR MONEY IS ON THE BRAIN BUT WE'RE NOT SO SURE ABOUT HIS SIDE-KICK, PINKY!

### ARMY MEN 3-D



REMEMBER THOSE ARMY GUYS IN *Toy Story*? WELL NOW YOU CAN CONTROL THE LITTLE FELLAS IN A HOST OF MISSIONS AGAINST OTHER ARMY TOYS, BUT BEWARE, THE WEAPONRY IS REAL! YOU'LL BE ABLE TO INVADE NEXT DOOR'S BACKYARD WITH TANKS, HELICOPTERS AND UNDERCOVER PLASTIC GUYS WITH THEIR FEET STUCK TOGETHER. ESPECIALLY AVOID THE FLAME-THROWERS...

### NECTARIS

BASED ON THE MOONBASE, YOU TAKE IT IN TURNS TO FIGHT YOUR RIVALS ON A HEXAGONAL SHAPED WAR GRID IN A GAME THAT LOOKS LIKE A GROWN UP VERSION OF *UNHOLY WAR*. IT MAKES ABOUT AS MUCH SENSE AS A MONOCHROME JESTER RIDING ON AN ORIENTAL DOORKNOB.



# PULL ON YOUR WOOLLY MITTENS AND FURRY COATS AND GRAB A JOYPAD!

**A** mad wizard mixes two deadly spells, accidentally turns himself into a statue, his pair of gloves into living, breathing arch enemies and the magical crystal he guards into a stripy red and white beach ball. No you're not having a funny turn, this is going to be happening very soon.

Glover is a platform puzzle game where you star as the good glove and it is your job to move the 'beachball' crystal around the land in search of the other missing crystals. To help you along the way you can transform the beachball into other well-known ball shapes like bowling balls and ball bearings, and then use it to overcome obstacles that stand in your way.

There are six worlds to roll your ball through which include Atlantis, Carnival, Pirate, Prehistoric, Fear and Outer Space all with their own bonus levels and boss levels. To successfully traverse all the worlds, Glover must learn how to manoeuvre the balls and use them to defeat any opponents he may come across, hopefully arriving to meet his enemy – the evil glove. Imagine it as *Kula World* with a sense of humour.

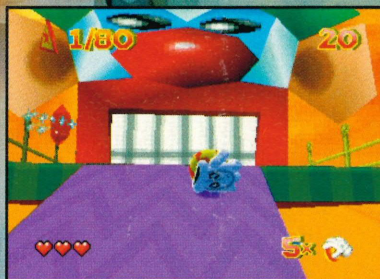
Glover boasts some impressive stats including lighting and landscape texturing and it all runs in high-res too! It is Dual Shock compatible as well which will mean every ball bouncing moment is felt in the palm of your hand.

The multiple landscapes have also been specially designed to realise the inertia of every variation of the ball which means it will react exactly how you would expect a ball to react. Let's hope that it doesn't get kicked over the next door neighbour's wall or get a great big puncture!

Having already seen *Glover* up and running on the N64, the PlayStation version looks just as promising and we are looking forward to its arrival. In fact, we've even got our Totes-Toasties™ on in anticipation and are running around like prats rubbing our palms together.



[ABOVE] The intrepid little glove needs all his 'mitts' about him to survive the horrors that lay ahead!

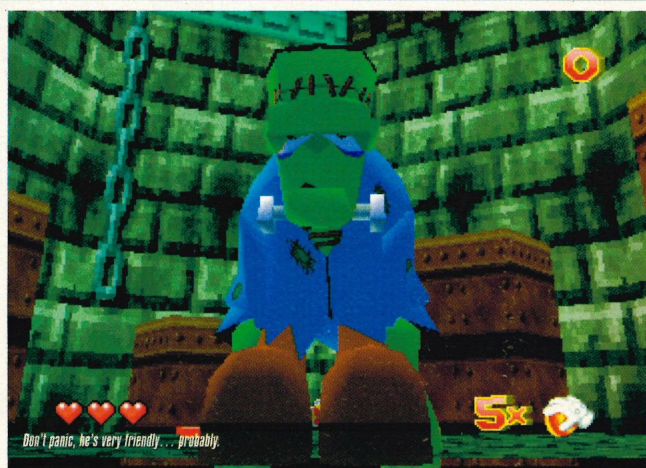


[ABOVE] The clown looks menacing but with ball in tow, Glover will be able to face any danger he meets.

PUBLISHER:	Hasbro
GENRE:	Platform/Puzzler
PLAYERS:	1
% COMPLETE:	70%
RELEASE DATE:	Early '99



[ABOVE] Good job he's a glove, otherwise he'd freeze to death!



# GLOVER



# SKILL

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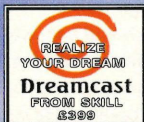
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## BOMBERMAN RACING



THAT FUNNY LITTLE MAN IN THE HELMET GETS ON A KART MARIO-STYLE AND RACES A FEW FRIENDS AROUND. IT WILL BE LOUD, CARTOONY AND COLOURFUL – A BIT LIKE THAT ITALIAN PLUMBER. THE ONLY DIFFERENCE? WHY HE'LL BE DROPPING VAST AMOUNTS OF EXPLOSIVES OF COURSE!

## GAME OF LIFE



BUY A BOARD GAME CALLED *THE GAME OF LIFE* FOR ABOUT TWENTY QUID OR, IF YOU WANT, FORK OUT FORTY OF THEM FOR THIS PLAYSTATION VERSION. IT WILL BE JUST AS MUCH FUN... HONESTLY! WE SAY STICK WITH THE BOARD GAME BUT NOT HAVING SEEN THIS YET, IT COULD WELL BE A SMASH HIT, NOT UNLIKE *MONOPOLY*.

## IRRITATING STICK



IT SOUND LIKE AN ILLNESS, BUT THIS GAME IS JUST LIKE THOSE BENDY WIRE FRAMES THAT EVERYBODY LOOSES AT DURING SCHOOL FETES. FEATURING ALL SORTS OF FRAMES TO TWIST YOUR WAY THROUGH YOU'LL BE PULLING YOUR HAIR OUT IN NO TIME. WITH A NAME LIKE *IRRITATING STICK* IT IS OBVIOUS IT HAILS FROM JAPAN. EXPECT WEIRDNESS!

## RAMPAGE UNIVERSAL TOUR

THOSE GIANT MONSTERS ARE COMING BACK AND THEY'RE BRINGING A FEW FRIENDS. A GIANT RAT, RHINO AND BAT ARE GOING TO BE CRUSHING BUILDINGS ALL OVER THE GALAXY AND THEY ARE GOING TO HAVE WEAPONS. CAN'T WAIT!

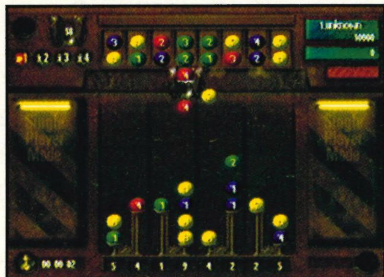
## SWINGING NEVER GOES OUT OF FASHION... BELIEVE US!

# SWING

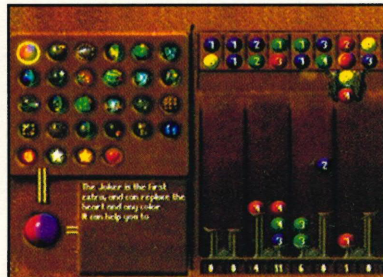
**A**pparently your Grandma could play this, but isn't that what they all say?

*Swing* is a conversion of the PC title of the same name which sees your attempt at balancing coloured balls of different weights and then trying to make them explode before they pile up to the top of your screen. In layman's terms it could be described as *Tetris* on scales. It is, of course, more complicated than *Tetris* because there are dozens of different

balls that can be used to make your stacks disappear, explode, change colour, set off chain reactions... the list is endless! There is also a Mission mode that will allow the player to undertake missions that were absent in the PC version and these will hopefully add to *Swing*'s appeal. The two-player mode also sees two opponents trying to out-stack each other but be careful though because not only do you have to



[ABOVE] Plan every move or else you'll find yourself getting closer and closer to the top and you'll die!



[ABOVE] This screen shows all the styles of balls you can use to destroy your stacks. There are dozens!



place the balls in correct piles but you need take them from the right slots in order to get the numbers you require. Difficult? Yep, but with a little practice you soon find yourself frantically wondering where the next ball is going to go, all the while watching those stacks grow and grow!

*Swing* should be a welcome inclusion into the PlayStation puzzle market from those looking for a more adult challenge, and we'll have a review for you very soon. You lucky people. Now, go and send your applications off to Mensa.

PUBLISHER:	Software 2000
GENRE:	Puzzle
PLAYERS:	1-2
% COMPLETE:	80%
RELEASE DATE:	Spring '99

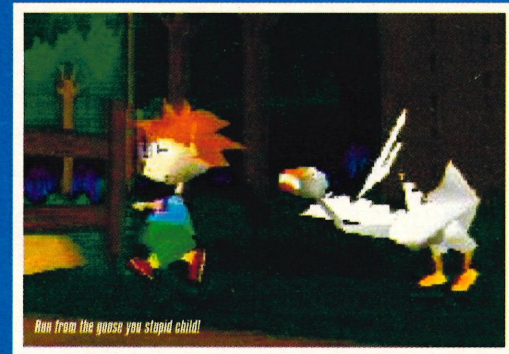
## IT'S TIME TO WET YOUR POLYGONAL NAPPIES! RASH!

# RUGRATS

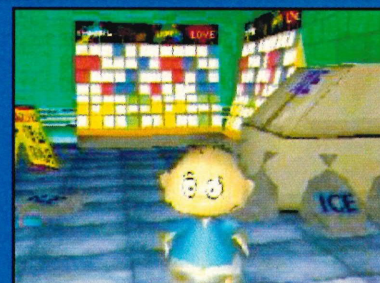
**N**ickelodeon's strangely-drawn talking babies have found their way onto our mutual friend, the PlayStation, and they've been saving the weirdest adventure of all exclusively for the pleasure of us console owners. Tommy, Chuckie and Co have a problem. Grandpa, the wrinkled old slipper wearer, has lost his gleaming set of false teeth and it's up to the intrepid bunch to get

them back, fillings an' all! Animated in 3-D, the babies look remarkably like their cartoon counterparts as they creep and crawl their way into as much trouble as possible. What with the imminent release of their new film, the Rats will probably prove to be on every young child's birthday list and with it looking so promising we could hardly blame them. *RugRat's* will be getting the once over as soon as somebody gets the courage to change their nappies.

PUBLISHER:	THQ
GENRE:	Platformer
PLAYERS:	1
% COMPLETE:	75%
RELEASE DATE:	Spring '99



Run from the goose you stupid child!



[ABOVE] Tommy the bald toddler and friends search high and low for Grandpa's missing false teeth.



# AKUJI'S DABBLING IN THE DARK BLACK ARTS JUST FOR FUN!

**A**kuji the Heartless was probably once known as Akuji the Reasonably Contented. That was until he got murdered on his wedding day, had his heart ripped from his chest in front of his wife and was sent to hell. To add insult to injury it was Akuji's brother that did the deed. Isn't it always the way!

Having taken up lodgings in hell, Akuji is desperate to claw his way back to the mortal realm and restore peace to his home world of Mamora. We're surprised he hasn't started calling himself Akuji the Really Not Enjoying Himself.

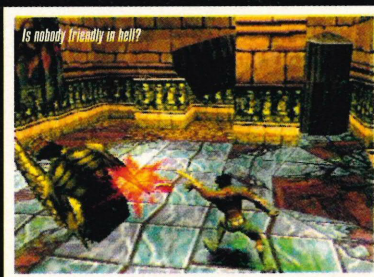
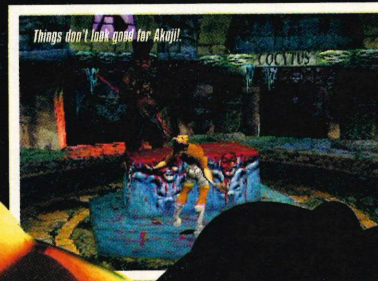
To help poor old Akuji in his quest back to Terra-Firma he enlists the help of a few dead relatives who stop wallowing in fire and brimstone and dust off their old bones for a bit of fun.

Obviously Akuji can't just walk out of hell and hand in his keys at the reception, he must fight his way free and hasn't he got a lot to help him! Firstly he has a pair of retractable claws a bit like an angry cat, then he has a generation of voodoo magic on his side which allows him to teleport, possess enemies, ignite people at will and summon vicious demons to do his bidding. He is also lucky enough to be an excellent hand-to-hand fighter and likes nothing more than showing off his nine styles of brawling down at the 'Horny Devil' on a Friday night.

Akuji looks stunning and we can't wait to get hold of a copy. Full review (at long last!) next month!

<b>PUBLISHER:</b>	Eidos
<b>GENRE:</b>	Adventure
<b>PLAYERS:</b>	1
<b>% COMPLETE:</b>	80%
<b>RELEASE DATE:</b>	Early '99

# AKUJI THE HEARTLESS





COME AND HAVE A GO IF YOU THINK YOU'RE 'ARD ENOUGH!

# PRINCE NASEEM BOXING

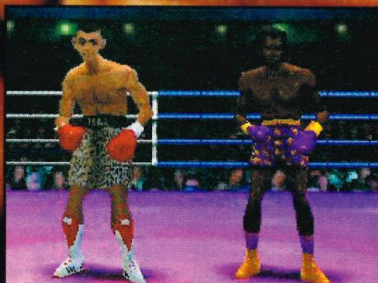
**H**e's a cocky swine, everybody knows that, but deep down you can't help but like him. With his leopard skin shorts and in-ring acrobatics Prince Naseem has finally made the inevitable transition to the PlayStation, and this new release by Codemasters sees him at his best. The 24-year old has certainly proven why he should be chosen to star in a computer game because with those 31 wins in 31 fights tucked under his belt, a more serious contender you'd be hard pushed to find.

Naz's game will feature three styles of boxing, from arcade action and World Championship showcase boxing to a management-style career game, it will also feature another 16 world famous boxers who you can pick to try and put the Prince down. Yeah, like that's going to happen! As you progress through the showcase and win matches, other fighters will gradually be unlocked for you to hammer about. During the showcase up to eight players can take it in turn to fight each other which means, with the right crowd of boxing enthusiasts, *Prince Naseem Boxing* could be one hell of a challenge.

When approaching the task of becoming World Champion you will be able to strategically fight your way through the opposition with a staggering 90 possible contestants, training them up and making them the best in the field. Due for release in the spring, Codemasters' Marketing Director Mike Hayes said, "We've earned an exceptional reputation for developing genre-leading products. Boxing will be no different." Well there's a claim! It looks like being true enough though.

For those who detest Naz this could be your only chance to see him KO'd... then again, perhaps not.

<b>PUBLISHER:</b>	<b>Codemasters</b>
<b>GENRE:</b>	<b>Boxing</b>
<b>PLAYERS:</b>	<b>1-2</b>
<b>% COMPLETE:</b>	<b>70%</b>
<b>RELEASE DATE:</b>	<b>Spring '99</b>



[Above] And the winner is... well, who do you think? It looks like the Prince has struck once again!



[Above] No matter what size they are, the Prince doesn't seem in the least bit worried about it.



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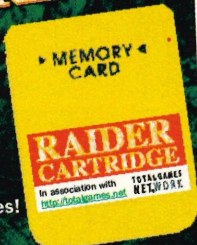
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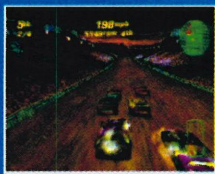


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## JEFF GORDON XS RACING



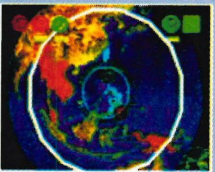
HE'S A WORLD FAMOUS NASCAR RACER BUT HE KNOWS HIS STUFF AND HAS AFFILIATED HIMSELF WITH THIS UP AND COMING RACER. ANY GOOD? WELL IT'S NOT LOOKING TOO BAD AND YOU CAN DAMAGE YOUR CAR AND TURN IT INTO A WRECK. REST ASSURED THOUGH YOU WILL BE ABLE TO REPAIR YOUR CAR IF YOU BECOME GOOD ENOUGH AND EARN THE RIGHT PENNIES! WE'LL SOON FIND OUT MORE GOSSIP FOR YOU. STAY TUNED.

## KARTIA



STRATEGY AND WARFARE THAT WILL TEST YOUR ABILITY TO THE MAX. LINE UP A VIOLENCE CRAZED ARMY AND SLAUGHTER THEM AGAINST AN OPPONENT. FIGHT AGAINST A HUMAN FRIEND OR THE CPU EITHER WAY THERE WILL BLOOD APLENTY! DOESN'T SOUND TOO BAD, WE'RE SHARPENING OUR AXES AS WE SPEAK.

## GLOBAL DOMINATION



IN THIS NEW *Risk* ORIENTATED GAME YOU WORK FOR A GOOD ORGANISATION CALLED ULTRA AND IT IS YOUR JOB TO TAKE A SATELLITE'S VIEW OF THE WORLD, FIND THE BIDDER WITH THE BEST PRICE, THEN BUY NUKES TO DROP ON THEIR ENEMIES. OH YES, THERE'S ALSO AN EVIL ORGANISATION CALLED WOE THAT WANTS TO THWART YOUR PLANS AND TAKE OVER YOUR BUSINESS. YOU MUST KEEP YOUR CUSTOMERS HAPPY, BALANCE YOUR BOOKS AND PLAN THE BEST PLACES TO HIT THEM WHERE IT HURTS.

## GET YOUR HEAD DOWN FOR SOME TRULY CUNNING STUNTS

# RC STUNT COPTER

**F**lying a model helicopter is what it is all about and Interplay's delayed flight sim looks just like serving a huge dollop of airborne fun. Although much work is still being carried out, *RC Stunt Copter* is looking mighty promising. The basic concept is slightly different from the *Pilot Wings* style of gaming that it was once believed to follow (flying through a series of hoops). It seems



[Above] Fly through the rings and score points. Sounds so simple, but is it really? We'll soon see!

*RCSC* is far more mission-based than previously thought and such missions include stealing water from next door's pond to irrigate your thirsty flowers, to rescuing plastic soldiers from an out of control lawn mower that's chopping everything down. We're hoping the copters will also have weaponry; they wouldn't be the same without it! The flying through hoops aspect will also be included but Interplay seem to want to get this game right for the ever hungry public (us) who demand new and

PUBLISHER:	Interplay
GENRE:	Flying/Strategy
PLAYERS:	1
% COMPLETE:	60%
RELEASE DATE:	Summer '99



original ideas from games companies, rightly so we think! As you can see from the screens, it already looks well under way but we'll just have to be that little more patient for the final copy complete with crazy missions. All of us are looking forward to grabbing the control stick and we'll have more news as soon as we dust off our copies of *AirWolf*.

## GRUNTING MTV BAD BOYS MAKE IT BIG ON PLAYSTATION!

# BEAVIS & BUTT-HEAD

**A**fter they 'Did America' in their surprise smash hit film, Beavis and Butt-head got paid a huge amount of money, became international superstars and travelled to LA to spend their cash on lusty street dwelling women in red stilettos. Unfortunately, their royalty cheques were posted to the wrong address and now they're stuck with no way of getting home. In LA they will encounter all sorts of problems that will hinder them from having a good

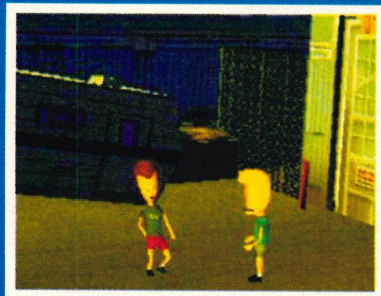


[Above] Control either of the guys and insult everyone as much as possible. It's a right old laugh isn't it!

time, but these boys are determined to make do even without that huge lump of cash, and it will be your job to make sure that they have a ball!

The major thing that makes us want to get hold of this game isn't the superb way they've been rendered in 3-D, it's not even the thought of controlling two modern legends through LA - it's the language that does it. You can control every word they say, every insult they throw at each other and every deviant request they make to those red stiletto wearing ladies. Just imagine the anarchy that is waiting to be unleashed. Butt-munchingly good fun!

PUBLISHER:	GT Interactive
GENRE:	3-D Platform
PLAYERS:	1-2
% COMPLETE:	65%
RELEASE DATE:	Autumn '99



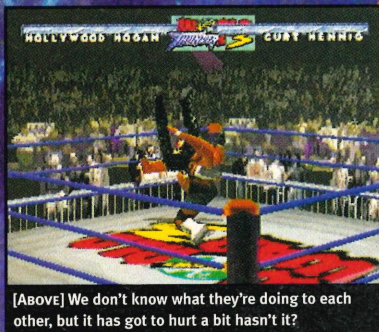


**G**rown men should know better than to dress in leotards and throw each other around a ring. The crowds seem to go wild for it though and the amount of wrestling games with 'NWO', 'WCW' or 'WWF' before their names is getting daft. Well, here's another contender called 'WNFCWONWC' *Thunder*... or something like that.

Choosing a choice of wrestlers from the WCW and NWO school of wrestling you can then get in the ring and batter each other senseless. At first impressions we thought this looked like the old classic *PitFighter*. The guys are constructed of polygons with a wrap around digitised skin and although we all grow accustomed to the way games look, this slightly more original approach to animation is welcomed. The speed at which the wrestlers move is also wonderfully refreshing because rather than the slow-moving meat-heads that have graced our screens previously, these guys actually get stuck in for a sweaty riot and jump around at a decent enough rate.

There are approximately 18 wrestlers to start with and every one has different attributes. Basically the bigger the better. There are a variety of rings and bouts to have a go at too, so the challenge with *Thunder* looks long term.

We'd like to see the control system improved slightly because they still seem to have problems with their limb discipline and walk like zombies. Not to worry though because the way *WCW/NWO Thunder* is heading it's going to be a right royal rumble.



[Above] We don't know what they're doing to each other, but it has got to hurt a bit hasn't it?

<b>PUBLISHER:</b>	THQ
<b>GENRE:</b>	Wrestling
<b>PLAYERS:</b>	1-2
<b>% COMPLETE:</b>	85%
<b>RELEASE DATE:</b>	Summer '99



# WCW/NWO THUNDER

**IT'S NOT REHEARSED AT ALL... HONEST GUV! IT'S THE REAL THING**



## SHOGUN ASSASSIN



PLAYING AS EITHER A MAN OR WOMAN YOU MUST TRAVEL THROUGH A TOWN AND UNLOCK THE SECRETS TO A MYSTERIOUS EVIL FORCE THAT HAS BEEN KILLING EVERYONE. YES, IT DOES SOUND LIKE *RESIDENT EVIL*, AND THAT'S NO CRITICISM.

## SILHOUETTE MIRAGE



A STRANGE LOOKING FIGHTER. ONE BAD GUY IS A GIANT DRAGON WITH THE HEAD OF A SMALL JAPANESE GIRL. THE STUFF OF NIGHTMARES OR JUST A SILLY IDEA?

## MUD SPLATTERING, HANDLEBAR-BATTERING BIKING FUN!

# NO FEAR MOUNTAIN BIKING

**N**o Fear, the clothes company that dresses those street-wise 'yoofs' out there have recently teamed with Codemasters to bring us the first game dedicated to mountain biking. They aim to combine man and machine together against 15 opponents and then hurtle them down a hill. Sounds like a right old treat!

The courses will enable you to perform stunts, test your speed and even die horrible deaths by plummeting from a

sheer cliff face. There's also a replay option for the twisted. Ranging from the deserts of Morocco to the volcanoes of Japan you will be able to race on your ultra-strong performance bikes, adjusting them to suit your every need, and beat the racing shorts off the competition. Thinking this is going to be a push-over is not wise though, because the in-game mechanics have been designed to be as close to the real thing as possible in the comfort of your armchair.

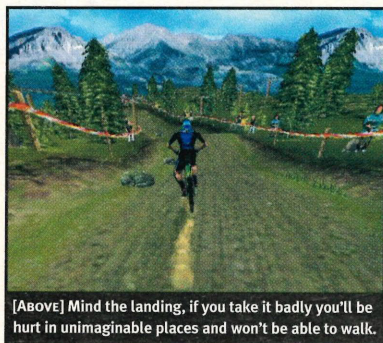
For the ultra realism-seeking gamer Codemasters have included a first-person perspective allowing you to feel every exhilarating moment. Couple this with a thumping soundtrack, a Tournament mode, Championship mode, time trials and split-screen action to give you saddle sores, and you're looking at a very promising game. The chance of racing at break-neck speeds



Read the signs or else it's curtains dude!

against a friend has never looked more appealing, and you know you won't bruise a thing... apart from your thumbs perhaps. More news once we've taken off our kiddy training stabilisers.

<b>PUBLISHER:</b>	<b>Codemasters</b>
<b>GENRE:</b>	<b>Racing</b>
<b>PLAYERS:</b>	<b>1-2</b>
<b>% COMPLETE:</b>	<b>75%</b>
<b>RELEASE DATE:</b>	<b>Spring '99</b>



[ABOVE] Mind the landing, if you take it badly you'll be hurt in unimaginable places and won't be able to walk.

**T**he war is over and a new threat is growing in the shape of Communist Russia. The Cold War Ruskies are eager to shift the balance of power to the East and to do so they are looking for the missing parts of an inter-dimensional portal-making machine that are scattered around the globe.

Apparently Tesco's were out of stock.

There's only one man for the job and he is, of course, Indiana Jones the fedora-wearing archaeologist with a big fetish for bullwhips.

Appearing on the PC first, then making it's transition to the PlayStation later we couldn't help but give good old Indy a mention because his game looks a beauty! The game style is fairly similar to *Tomb Raider* and it's about time Lara had some serious competition, who better to take her on than the guy who started it all in the first place. Expect great things.

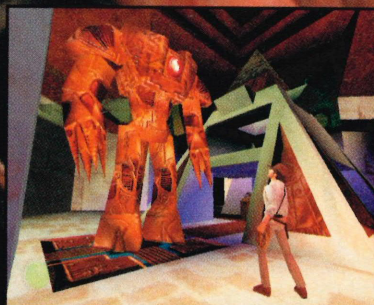


<b>PUBLISHER:</b>	<b>LucasArts</b>
<b>GENRE:</b>	<b>Adventure</b>
<b>PLAYERS:</b>	<b>1</b>
<b>% COMPLETE:</b>	<b>50%</b>
<b>RELEASE DATE:</b>	<b>Spring '99</b>

## WHIP CRACK AWAY WITH THE ULTIMATE WWII HERO!

# INDIANA JONES & THE INFERNAL MACHINE

[ABOVE] Rope bridges that refuse to snap. That makes a difference!



[ABOVE] So, what do you do Indy? Run, fight, or casually pull out your gun and shoot him in the head?



100% PlayStation 0% fair

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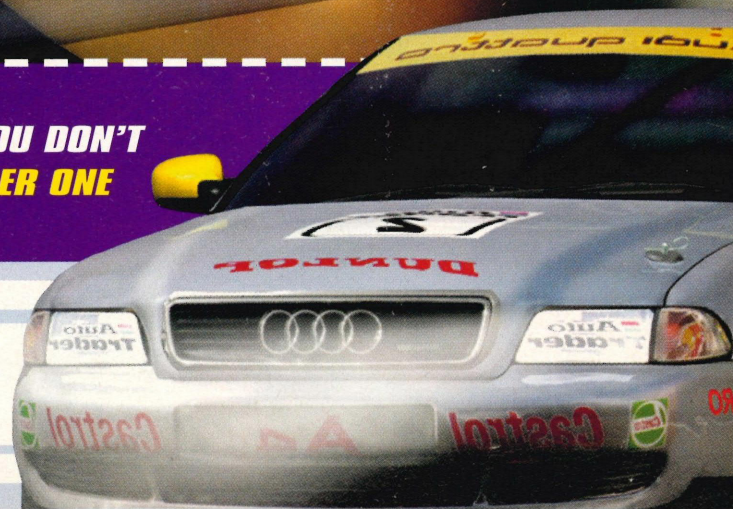
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GAMEPLAY

"I THOUGHT STEALING MONEY CONSTITUTED A CRIMINAL OFFENCE, SO WHAT ABOUT CONNING CONSUMERS OUT OF CASH?" **CHRIS BLOOMER**



## PRICE BUSTER

Dear PLAY,  
I am writing to ask if you know anything about the ludicrous pricing of PlayStation games here in the UK? There are games that can be bought in the States for around 50% less than what the games can be purchased over here for. Yes, that's half price! What is wrong with the UK games industry? Is it just that retailers over here think they can con the public out of their hard earned dosh by pricing games and accessories way above that of the price in the USA and other non European countries? Or is there really some radical redevelopment taking place with the game and its packaging to improve it between the States and our British shores?

Am I the only unhappy PlayStation owner feeling ripped off, or are there others who are rather p\*\*\*\*d off about the whole affair? Surely whoever sets these prices understands the way we aren't all stinking rich with the odd 40 quid knocking around in our back pocket, or do they think us gamers on these fair old islands of the UK are too stupid to realise that the retailers are making a seriously healthy profit out of this?

I thought stealing money constituted a criminal offence, so what about conning consumers out of their cash by charging exceptionally high prices for games and accessories that could be bought a lot cheaper from abroad. Can't this money be handed back to humble Joe Public in the form of cheaper games in the UK? Hopefully you can answer my questions and shed some light onto why atrocities like this are allowed to continue.

Chris Bloomer, Redditch

We get absolutely screwed on the cost of everything that's worth having, not just games but every type of consumer electronics. All the stuff originates from Japan, so is cheap and most plentiful there, and America is a gigantic market that has an enormous appetite for such things, so they also get a great deal. In different-electricity, different-TV-system Britain where people keep their televisions and video recorders longer than their children, it's a different story.

Let's look at those PlayStation costs though. We priced the Dual Shock console pack and triple-A game *Metal Gear Solid* in each territory. In the US, the PSX sells for \$129.95 (a touch above £78) and *Metal Gear Solid* goes for about \$46, which is around £28. In Japan, the console including built-in *Baby Universe* software can be yours for ¥18,000 (closer to ours at £90) and



## THANK YOU CYBER NANNY

Dear PLAY,  
I would like to sing the praises of the PlayStation as the ultimate in parental accessories. With the steady erosion of the quality of terrestrial television, more and more people are turning to games consoles for alternative entertainment. I myself opted for the PlayStation earlier this year as it offered the widest choice of game styles and, with the birth of my second child looming, constantly upgrading my PC to play the latest games was becoming an unaffordable luxury. Little was I to know the role the PlayStation was to play in maintaining sanity through the stresses of parenthood.

My wife played *Crash* during the wee hours of pregnant insomnia, and *Bust-A-Move* saw us sanely through the early stages of labour, along with plentiful cups of coffee.

Once my son was born, along came the nights of being woken at three am by a child who, after feeding, wants to sit and gurgle as you struggle to stay awake. Hail to the PlayStation! Not only was *Gran Turismo* able to keep me awake by providing



gallons of adrenaline as I screamed round the circuits with eyes like the proverbial holes in the snow but the constant droning of the car engines gently returned my son to silent slumber (a task which although being achievable by the Hoover or washing machine would not be particularly popular before dawn). The problem being that I inevitably continue to play for many an hour after he has fallen soundly asleep.

Yours, definitely not underestimating the power of PlayStation,  
Richard, Manchester

Sounds like you have got the best out of the PSX, using it for something other than the usual selfish gaming sessions! Well done, and we hope some free games from Gameplay will get you through the terrible-twos!

**WINS £150 VOUCHER FROM GAMEPLAY!**

most new games, including *MGS* are ¥5,800 or £29. It often works out cheaper than a standard PAL release to buy a game and pay the shipping from a US-based mail order company like Tronix in New York (212 447 5980). Now you know why we stuff our bags with the best new games when we set foot on American soil!

## CAR TROUBLE

Dear PLAY,  
I am waiting for *TOCA 2* and *Max Power Racing* to come out, but which should I get as they both look cool! I can't afford both, so which is the best? Also can you use the Scorpion light gun from *Fire with Time Crisis* and *Point Blank*? When is *Time Crisis 2* coming out and will it be two player?

Steven Whelton, Pembrokeshire  
PS - is *Rival Schools* better than *Tekken 3*, I think it looks better.

This one's easy, Steve. Use your own funds to buy *TOCA 2* right now (it should be in the shops already) because it comes highly recommended from us lot and happens to be a sim of superb quality. Then, as *Max Power Racing* is currently scheduled to come out in January, venture into the snow covered streets and buy the game with all that Christmas money from granny, Hanukkah or 'other'.

The Scorpion gun works with *Time Crisis* and *Point Blank*, but isn't as accurate as Namco's G-Con 45.

PS - No.

## BURNING DESIRE

Dear PLAY,  
I've got to say, your magazine's alright. You might think this story I'm about to write is total BS, but I assure you it's not. It all started on 27 October. Me and some friends

## RETURN TO SENDER

We now get so many letters here at PLAY that we found it impossible to offer feed-back without extending Arena to fill half the magazine. So now any questions relating to purchases, release dates and all other small matters will now be dealt with in this regular column.

I've heard rumours that *Tekken 4* will be coming out at Christmas in Japan, is this true?

Craig Smith, Nottingham

■ Yes. Also this December, Bill Clinton will admit to the alien landing at Roswell, cold fusion will become a reality meaning free energy for the world, and Ryan will be appointed as King of Peru.

Is *Resident Evil 2* getting a Director's Cut? Can you punch in *Resident Evil 3*? What ugly and beautiful characters will be in it? Wouldn't it be great if you could put a gun to your head and commit suicide in *Resident Evil*?

Pearce Anderson, County Armagh

■ No news of *RE2 Director's Cut* yet, but as some scenes and the original female lead were completely cut from the finished release, there's enough to work with. As *Biohazard 3* has not been announced, *Resident Evil 3* is total guesswork at the moment unless you count *Code Veronica* on Dreamcast. We like the suicide thing though.

Recently I played the demo of *Metal Gear Solid* that comes with *ISS '98*. I thought the game was great but one thing I wasn't impressed by was the bad guys. I mean can you actually kill them? I was beating the hell out of them and they still wouldn't die.

Philip Monaghan, Paisley

■ You're just flipping them over onto their backs. If you grab them round the throat from behind you can drag them around as shields or strangle them to death. And later, when you get armed, you kill lots of people. Lots...

I would just like to say that I think Platinum games are one of the best things that have happened to the PlayStation. Games that are great but are old are put into the Platinum range.

William Leonard, Kent

■ So that's how it works! Great. However good it is to get a game for £20, it's still false economy - if new games cost here what they do abroad, the Platinum stuff would seem expensive for year old software. Just a thought.

I got *Castlevania*, and although it looks all old, I can't stop playing it. Is there any hope for me?

Adam B, Boscombe

■ Not a bit. You're doomed.





were in my garage playing the 'Station when one of them put a lighter to a can of thinners which had a hole in – boom! Fire everywhere! We all ran out, but I ran back to get my 'Station while the garage was totally engulfed (not clever). I grabbed the 'Station and stood on a controller which ripped out of the socket, then ran out on fire missing one game controller – gutted, that's how I felt.

Do not under estimate the player's devotion.

Mark Smith, no address given

Damn it! You had us for a second, but the 'running out on fire thing' was too much. However, if there is even a fragment of truth to the tale, you might want to use the PlayStation indoors like, ooh, everyone else! Central heating, soft padded seating and no need to worry about weevils in your peanut butter sandwich. It's luxury. And no paint thinner, obviously.

## EXTENDED PLAY

Dear PLAY,  
I totally agree with Nick Brown (Arena, issue 40) that there should be an unofficial PlayStation TV program. But it shouldn't be a boring everyday program, it should have a home shopping system so you can buy the latest releases from the comfort of your own home. Without having to wreck your mag by cutting out some stupid coupon. Then walking down the road in the freezing rain to post it.

Paul Davies, South Wales

This is good. And you know, with digital TV, it could work just fine with the standard phone line integration that provides the interactivity. Perhaps an entire digital channel is the key. PSX-TV?

## MAKE IT BIG

Dear PLAY,  
Kyle Clark and Steven Wardle have made a game called *Marsupilami's Wild World Mission*. We have not got a spare disk to make it on, so we are sending this letter to you. If you can, could you make a demo of this game. And when you have finished the demo can you send it back to us so we can judge it. And then we will send a letter back to you with the demo so you can make a game of it. Then you can send it back to us and we will try it out. So then we will send a letter with the game saying thank you for all the trouble we have given you over the weeks.

Kyle and Steven, Kent



## A LICENSE TO KILL...

Dear PLAY,  
Congratulations on a cool magazine. I would just like to give my opinion on movie licensed games. I agree that they are notoriously awful, for example *Men In Black*, *Independence Day*, *Batman Forever* and *Hercules*. Need I say more? The only exception is *Die Hard Trilogy*, which in my view is brilliant.

These are very bad imitations of their movies and all for £44.99. After all the controversy surrounding release dates of important games, this must certainly give the play testers and software company critics more food for thought. Also, after watching the movie, people expect a very high standard from movie licensed games, and with the plot already decided, why shouldn't they? Instead, software companies make a complete waste of it and a good opportunity is spurned.

All movie-licensed games should contain hi-res graphics with decent gameplay, a fast beating soundtrack and a few ideas to keep the gamer's curiosity sustained. Sadly this is not the case and many games players are led to believe that games such as *Independence Day* are value for money. Games like *Die Hard Trilogy* have set the standard for this difficult genre and with all the technology available, there is no excuse for software companies who



produce these lack-lustre and unplayable games.

Finally, I would like to know the identity of the person who thought of making a PlayStation game out of the film *Hercules*. Would he not have dumped it and instead made a decent game out of films such as *The Jackal* or the *Lethal Weapon* series. Imagine the potential these movies and others have to make a big impact on PlayStation. It is quite evident that the software companies don't care if they deceive innocent games players with bad products as they only care about the money and where it comes from. It is up to you and other PSX magazines to inform people about these games and to persuade them to look elsewhere.

Brian Stewart, County Galway

That's exactly what we do! True, *Die Hard Trilogy* is the best movie licensed game on PSX as most people seem to agree, but we think *Alien Trilogy* was pretty good too.

**WINS £50 VOUCHER FROM GAMEPLAY!**

PS Can you send two copies of the game? Thankyou. Look on the back for details of the game.

"Details of the game" meant furiously scribbled drawings of Marsupilami (much like a llama with an enormous coiled tail) three boss characters and the note, "Marsupilami weapons: tail as a whip and as a pea shooter." From this alone, it was easy to produce *Wild World Mission* on a spare development station, and it became exceptionally popular in Japan. We have all become wealthy beyond our dreams, and are negotiating cartoon and toy rights.

## DON'T SAY GOODBYE

Dear PLAY,  
As a first time writer I'd just like to say that your magazine is the best PlayStation magazine I've ever read.

Now with you lot in a good mood, you can listen very carefully to me. Listen! As a PlayStation owner (a proud

one as well) I can't help but wonder – what will happen next? With the PlayStation 2 on its way and its new improved areas, what about its father, the PlayStation? Will there be any way to improve or update the earlier model? Or will we have to spend some more hard earned cash on another console? I mean change can sometimes be very scary: cast your minds back to Sega's Master System, suddenly the MegaDrive boomed in, then the Master System faded and gameplay improved. Then again it was the Saturn – a massive improvement, and to follow, Dreamcast. Not that I like Sega or anything, but hey it all adds up to a lot of money. So as Sony evolves, what becomes of the PlayStation!

Illegible, London

You tight git! Nobody's going to make you buy a new console just because it becomes available. The PlayStation first went on sale in December of 1994 in Japan, four years ago to the month!

## THE PLAY DEBATE

WHERE THE READERS DECIDE

### BIG SCREEN BLUES

It seems you were not content with just one month to discuss the movie licensed gaming problem (the problem, in case you've just tuned in, is that most movie licensed games are crap).

Yet another heap of letters on this subject put our postie's back out, seething with your venomous rants. The basic theme of nearly all your letters in this debate was that every licensed game was terrible, and how could developers get away with it, except *Die Hard Trilogy* which everyone still loves – not bad for an old game. Still, it will be interesting to hear your views on *Small Soldiers*. A license of a bad movie, but a pretty solid game.

### CHRISTMAS LIMBO

Tell us the Christmas tales! What games do you most want to find come the special morning, from parents, relatives and girlfriend? Which title is the best to play over the holiday period when you've got all that extra time and it's nasty outside? And what do you do if an old auntie buys you a chronic game or a cheesy joypad?

You've had four years! Provided PlayStation 2 arrives next year, the original machine will be five years old, or four in the UK. That's a very respectable life for a games machine which is now two generations behind the leading specification.

## DATE MATE

Dear PLAY,  
What is it with all these people banging on about how they can't wait for games? It seems like I can't open an edition of PLAY without seeing a letter from somebody moaning about release dates slipping, SO WHAT?! Unlikely as it might sound, there are other things that you could do if a new game isn't released for a few months. These people must have other games, PLAY THEM. They could even (perish the thought) do something that involves switching off their PlayStation, until the all-consuming new release that has had them eating their heart out is finally available. A recurring comment goes along the lines of "...I'm sick of it..." and "...developers risk losing their customers..." – RUBBISH!

If you are so desperate for a game that it fills your every waking hour then



you will buy it however long it takes, and if developers found that they lost significant sales through late release then they would change things. When I shell out my £40, I want a finished game, one that won't crash, has no bugs and plays like a dream; and everyone else is the same. So to all you whingers, "Get a life!"

Anonymous, email

Well, um, that's certainly one point of view. Some people are clearly more involved than you in the world of videogames, giving them an insatiable hunger for new titles. Though it might look like poor self control, it's not necessarily wrong is it?

## SOAP BOX

Dear PLAY,  
I recently bought *Victory Boxing 2* because I like boxing games, I saw that a new one was out, and your magazine doesn't usually lie about how good games are. It was given 90% and I thought I could rely on you to tell the truth. Anyway, I got it home, turned on my PlayStation and loaded the game. But when I saw the characters, they looked as if they had 'TITS'. I ignored it and started playing, but found that the graphics are total sh\*t and the gameplay is f\*\*\*\*\*g crap. As the fighters were being hit it sounded like wet farts! I think this game is totally overrated and it was a waste of time making this piece of s\*\*t. I hope I can rely on your other reviews.

James Parker, North Yorkshire

What Ben particularly liked about *VB2* when he reviewed it was the experience of training your boxer up to compete at a higher level, where the fights get much better. He also wished to point out that several of the characters are in fact women, which you probably didn't notice, explaining the presence of mammaries. Don't let one review sway you – it'd be strange to agree with every word we say, and we have this convenient forum for people to make known their opinions.

## ELSPA HELPA!

Dear PLAY,  
Your mag is the best – I always trust your reviews.

When *Tekken 3* had just come out I went to shop and looked at the age rating, which was 15+. As I'm 11 years

old I thought I was too young to buy it. I went to my mate's and he had a *Tekken 3* demo, and again the age rating was 15+. I looked at *Tekken 3* in another shop a couple of weeks ago, and this time the age rating was 11+.

Please tell me the correct rating. At my age I find some of the age ratings unfair and spend valuable playing time trying to convince my mum to let me have some games.

Thanks for listening,  
Ian Blanshard, Cheshire

It doesn't matter what the rating is, Ian. Those ratings are just to give a rough idea to you and your parents about what the game is like, but you are legally allowed to buy it regardless of your age. Neither your mum or the guy behind the counter can stop you! Only the few games that carry the circular BBFC seals on their cover ("15" or "18") are unavailable to you until you reach those ages. Most places won't even notice if you try to buy those either. But that's wrong, and bad, and the first step to global anarchy, so don't.

## CROFT SCOFF

Dear PLAY,  
When I got the first *Tomb Raider* I was very pleased with it, and was flying through it really fast, but when I got to about the fourth level it started to get totally boring. All the magazines were jumping with joy about Lara Croft because she has a big arse, but she is only a woman.

Also, my mate lent me *Tomb Raider 2* and the same happened again. I got to about the third level and it started to get boring again, but this time I have to admit the first two levels were pretty interesting.

So, when the third *Tomb Raider* comes out I won't even give it a once over, because the series is so boring even my dog falls asleep. Okay, I have to go now, my arm has just fallen off.  
Jamie Graizevsky, Essex

You're not the only one who feels this way Jamie, many people want to move onto something different. However, we can't remember a single instance of anyone citing her "big arse" as the reason they liked Lara Croft. Keep your obese derriere fantasies to yourself if you don't mind.



arena

We reserve the right to edit your letters and regret that we cannot reply personally. If you want us to print your email address, please give specific permission.

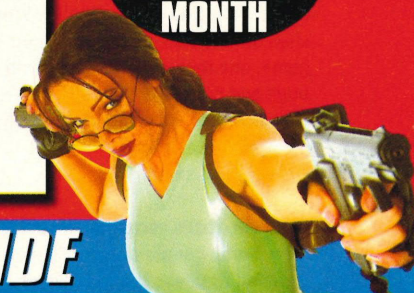
**"ALL THE MAGAZINES WERE JUMPING WITH JOY ABOUT LARA BECAUSE SHE HAS A BIG ARSE, BUT SHE IS ONLY A WOMAN..." JAMIE GRAIZEVSKY**



# PLAYLIST

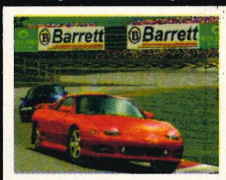
UPDATED  
EVERY  
MONTH

**THE ULTIMATE PLAYSTATION BUYER'S GUIDE**



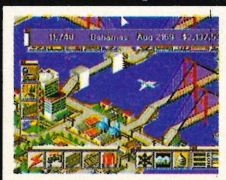
## PLAYBACK TOP 10'S 137

The very best of every genre listed and scored so you know what to buy...



## LONG-TERM TESTS 140

Blasts from the past are dusted down and re-evaluated. Including Kurushi!



## ADD-ON ACTION... 142

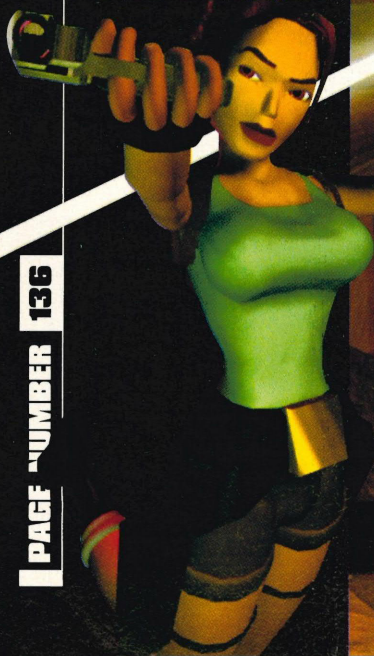
All the latest PlayStation peripherals reviewed and rated!



**OVER 300  
GAMES  
REVIEWED  
& RATED!**

**FUTURE COP: LAPD vs WARGAMES 138**

Future wargames are pitted head to head. Which one of them is worth fighting for the future?





arcade shoot-'em up beat-'em up first-person shooter party/puzzle platform racing game sports title strategy/adventure

\* Indicates an import review

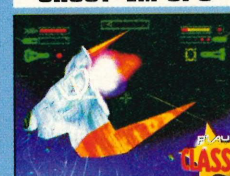
GAME TITLE	PLAYERS	GENRE	SCORE	WE SAY...
4-4-2	1-2	●	26	57% Dated and disappointing Sunday league stuff.
2Xtreme	1-2	●	19	52% Tedious multi sports effort - fading fast.
3D Lemmings	1	●	01	69% Famous puzzle game, now in 3D! Average.
Abe's Oddysee	1	●	26	90% The most addictive platform game on the PSX!
Abe's Exoddus	1	●	41	92% Supersedes Oddysee as the must-have platformer!
Ace Combat*	1-2	●	01	81% Slightly repetitive flight sim.
Ace Combat 2*	1	●	23	84% Far better graphically and playability wise.
A-Train*	1	●	09	62% Complex resource management with trains.
Actua Golf	1-4	●	10	88% Best golf game on PSX so far (until Golf2).
Actua Golf 2	1-4	●	23	80% Not as good graphically, but still great fun.
Actua Golf 3	1-4	●	41	76% The best Actua Golf game to date, by jingo.
Actua Ice Hockey	1-4	●	32	70% A worthwhile stab at the sport, but flawed faults.
Actua Soccer	1-2	●	04	79% Slick looking football sim, now dated.
Actua Soccer: Club Edition	1-2	●	22	62% Cynical re-badged version of above.
Actua Soccer 2	1-4	●	28	90% Great at first, but the appeal soon evaporates.
Actua Soccer 3	1-4	●	42	92% Top arcade style, simplistic football.
Actua Tennis	1-4	●	41	76% Not quite an ace, but still hits the spot.
Adidas Power Soccer	1-4	●	06	74% Great then, now failing against the competition.
Adidas Power Soccer '97	1-4	●	19	52% Same game, but with UK teams. Poor.
Adidas Power Soccer '98	1-4	●	36	75% Fantastic-looking, but not free-flowing enough.
Adventures of Alundra, The	1	●	34	86% Engrossing and enchanting RPG.
Agile Warrior:F111X	1	●	03	79% Simple brainless shoot-'em-up from Virgin.
Air Race	1-2	●	27	68% Humdrum racer offering short-term appeal.
Alien Trilogy	1	●	06	91% Deeply scary space shoot-'em-up. Great fun.
Allied General	1-2	●	19	51% Hexagonal strategy for bores and generals.
All-Star Soccer	1-8	●	24	80% Superb comic commentary, not bad football!
Alone in the Dark 2	1	●	04	77% Intriguing French 3-D adventure based on PC.
Andretti Racing '97	1-2	●	11	74% Average split screen American racer.
Aquanaut's Holiday	1-2	●	10	58% Impenetrable and dull underwater guff.
Area 51	1-2	●	21	68% Rough coin-op conversion using light gun.
Armoured Core	1-2	●	35	69% Fun, but linear robot beat-'em-up.
Assault	1-2	●	40	80% A nostalgic B-movie bug blaster.
Assault Rigs	1-2	●	03	81% Tron-like tank blasting game. Good link-up.
Atari Collection, The	1	●	21	81% Many classics. Best: Missile Command, Asteroids.
Auto Destruct	1	●	29	84% Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	1-2	●	14	71% Ropey racing engine, jerky action.
Azure Dreams*	1	●	40	70% Weird. Odd. Strange. Bizarre. And quite good!
B-Movie	1	●	42	86% Spaced out Space Invaders... great 3-D fun!
Baby Universe	1	●	39	22% A trippy pattern maker that just doesn't belong.
Ballblazer Champions*	1-2	●	22	69% Dull as dishwasher futuristic sports.
Batman & Robin	1	●	37	78% Half decent movie spin off with a lasting challenge.
Batman Forever	1-2	●	15	41% Bloody awful film license - avoid!
Battle Stations	1-2	●	25	51% Flat and unconvincing naval strategy...
Bedlam	1	●	25	78% Muggy and complicated Syndicate wannabe.
Beast Wars Transformers*	1	●	30	65% Transforming fun that's far from easy.
Beat Mania	1-2	●	42	60% Arcade-style head-to-head music making.
Big Hurt Baseball*	1-2	●	09	81% Moderately successful sports conversion.
Biofreaks	1-2	●	41	78% Mutated, mangled, muddled, mayhem.
Black Dawn	1	●	15	76% Average helicopter shoot-'em-up.
BLAM! Machinehead	1	●	12	79% Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	●	15	82% Clever puzzles with rotating rooms.
Blast Radius	1-4	●	38	72% Too similar to Colony Wars, hand on for Vengeance!
Blasto	1	●	38	60% Playable, yet simple looking platform shooter.
Blaze & Blade	1-4	●	42	73% Interesting four-player RPG, but it looks dire.
Blood Omen: LOK	1	●	18	81% Be a vampire - top bloody fun.
Bloody Roar	1-2	●	34	85% A fine quality beat-'em-up.
Bombberman World*	1-5	●	33	85% A fun-fuelled party game to blow you away!
Brahma Force	1	●	31	85% Stompingly good mech-warrior action.
Breath Of Fire III	1	●	38	80% Enormous and absorbing, but looks dated.

## PLAYBACK

PLAY'S TOP 10...

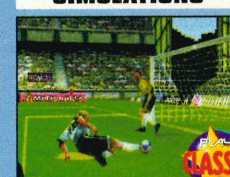
These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation at the moment.

### ARCADE-STYLE SHOOT-'EM UPS



1. CW: Vengeance 92%
2. Vigilante 8 94%
3. Time Crisis 90%
4. Future Cop: 94%
5. Point Blank 90%
6. Colony Wars 92%
7. MDK 90%
8. Die Hard 93%
9. Twisted Metal 2 88%
10. DN: Time To Kill 87%

### SPORT'S SIMULATIONS



1. FIFA '99 91%
2. ISS Pro '98 92%
3. WLS '98 90%
4. World Cup '98 86%
5. Smash Tennis 86%
6. Prem Manager '98 89%
7. Everybody's Golf 85%
8. Total NBA '98 93%
9. Actua Soccer 392%
10. Actua Golf 88%

### STRATEGY & ADVENTURE



1. Metal Gear Solid 94%
2. Resident Evil 2 96%
3. Final Fantasy VII 93%
4. Parasite Eve 87%
5. Tomb Raider II 95%
6. FF Tactics 90%
7. Alundra 86%
8. C&C: Red Alert 90%
9. Broken Sword II 90%
10. Resident Evil 95%

## PLAY+ ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the N64 joystick come under steering/analogue.



Mouse compatible  
eg Theme  
Park



One Player  
Only  
eg Resident  
Evil 2



Multiple  
Players  
eg World Cup  
'98



Steering/  
Analogue  
eg Gran  
Turismo



Multi-Tap  
compatible  
eg Micro  
Machines V3



Uses A  
Memory Card  
(for save  
games)



Split-Screen  
Mode  
eg Bust-A-  
Move 2



Link Cable  
Compatible  
eg Formula  
1/Wipeout



Light Gun  
Compatible  
eg Time  
Crisis



Dual  
Analogue  
Compatible  
eg Tekken 3



# PLAYBACK

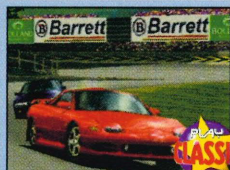
PLAY'S TOP 10...

## PUZZLE & PARTY GAMES



1. Bust-A-Groove 89%
2. Puzzle Fighter 90%
3. Bust-A-Move 3DX 88%
4. Kurushi 88%
5. Worms 92%
6. Puyo Puyo Sun 87%
7. Parappa 82%
8. Poy Poy 84%
9. Micro Machines V3 88%
10. Circuit Breakers 81%

## RACING GAMES



1. Gran Turismo 97%
2. Colin McRae Rally 93%
3. Need For Speed 3 87%
4. TOCA Touring Car 94%
5. Rage Racer 94%
6. Rally Cross 89%
7. Formula One '97 90%
8. Wipeout 2097 93%
9. Moto Racer 86%
10. Total Drivin' 84%

## PLATFORMER TITLES



1. Spyro 88%
2. Gex 3-D 92%
3. Abe's Oddysee 90%
4. Crash 2 86%
5. Klonoa 83%
6. Jumping Flash 2 86%
7. Heart of Darkness 81%
8. The Lost World 79%
9. Dracula X 84%
10. SkullMonkeys 83%

## GAME TITLE



PLAY  
ISSUE

SCORE WE SAY...

Broken Helix*	1	●									24	75%	Absorbing 3-D adventure, but bad graphically.
Broken Sword	1	●				●					14	84%	Slick point 'n' click adventure.
Broken Sword 2	1	●				●					28	90%	Beautifully intuitive point 'n' clicker.
Bubble Bobble	1-2	●									11	85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4										15	82%	Passable 3-D cartoon romp.
Burning Road	1-2	●		●				●			12	76%	Turbo nutter action with big trucks.
Bushido Blade*	1-2	●		●				●			20	94%	Stylish and brutal sword-fighting.
Bushido Blade 2*	1-2	●		●							35	80%	Very disappointing sequel.
Bust-a-Groove	1-2	●									41	89%	Platform wearing party gaming!
Bust-a-Move 2	1-2	●			●						08	88%	Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	1-2	●									30	88%	Once you pop, you can't stop!
Buster Bros Collection*	1-2	●									22	86%	Pang gets the 32-bit treatment.
Capcom Generations 2*	1-2	●							●		41	85%	This pack features 'Ghost 'N' Goblins. Quite Fab!
Cardinal Syn	1-2	●							●		34	85%	Great gory action flawed by the control system.
Carnage Heart	1	●									23	57%	Dull robot strategy adventure on the moon.
Casper	1	●									12	65%	Plain and unimaginative film game.
Cheesy	1	●									15	50%	It certainly is...
Chessmaster 3D	1-2	●									08	68%	Chess. On PlayStation. Hmm...
Chill	1-2	●							●		33	56%	Uninspired and jerky snowboarding game.
Choro Q*	1	●									11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	●			●			●			22	85%	More cars, big miniature fun.
Chronicles of the Sword	1	●						●			18	43%	Tedious adventure - avoid!
Circuit Breakers	1-4	●	●						●		35	81%	Great fun, but very limited in areas.
City of Lost Children	1	●									18	78%	Slow moving French 3-D adventure.
Clock Tower	1	●						●			27	83%	Stylish, and utterly chilling murder mystery!
Colin McRae Rally	1-2	●			●			●			37	93%	Rally gaming at its best!
Colony Wars	1	●							●		27	92%	Gorgeous, totally playable space blasting.
Colony Wars: Vengeance	1	●							●		42	93%	Improves greatly on the first. An epic!
Command & Conquer	1	●									16	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	1-2	●			●			●			29	90%	The last word in real-time wargames.
C&C: Retaliation	1-2	●			●			●			41	91%	Er... the 'new' last word in real-time war games!
Contra: Legacy of War	1-2	●									16	62%	Scrappy arcade shoot-'em-up from Konami.
Contra Adventure, The*	1	●							●		42	49%	A truly bad sequel to a 16-Bit classic.
Coolboarders	1	●									16	82%	High speed stunts on a snowboard.
Coolboarders 2*	1-2	●			●	●			●		26	81%	The definitive snowboarding game.
Coolboarders 3	1-2	●			●	●			●		42	84%	The best snowboarding game on the PlayStation!
Courier Crisis	1	●									30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	●									13	84%	Technically brilliant platformer.
Crash Bandicoot 2	1	●							●		29	86%	Crash returns in style!
Crime Killer	1	●							●		37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	●							●		40	45%	A rather arthritic Fighting Force.

## HEAD TO HEAD FUTURE COP LAPD vs WARGAMES

TWO COMBAT/STRATEGY GAMES GO TO WAR!

With a pedigree as impressive as *Future Cop*'s, it was no surprise to find out this was a (to quote Murray Walker) "barn-storming game!" Following on from the highly-successful *Strike* series, EA swapped from choppers to giant robotic police walkers capable of transforming into a high-speed hovercar in the blink of an eye. You're the cop, the city is dirty.

Following the ethos of 'shoot first, scoop up the remains later', *Future Cop* sees you working through the mean streets of Los Angeles, blowing the living cr\*p out of any scar-faced criminal stupid enough to break the law. This makes for a highly entertaining game. There is more to it than just shooting though, with well-structured missions requiring a large amount of puzzle-solving. With such varied and frenetic levels, it's the sort of game you shouldn't be without. And the multiplayer mode allows you to go up against a friend as well!



Who's the hero? 15ft robo-cop.

Side-kick? Token 'tasty bird'!

Vehicles Hovercraft/car.

No. of levels? 12 + multiplayer.

Secrets Lots of daft weapons

Babe count One, & she's ugly!

Is it linear? Only in one player.

Hard bosses? Nope.

Body count Hundreds!

Challenge factor Immensely so!

Aggressive and action-packed!



You are! Who's the hero?

A stropky computer! Side-kick?

Loads of hi-tech gear! Vehicles

Loads. Number of levels?

Not many to speak of... Secrets

Not a chance! Babe count

Very much so. Is it linear?

Definitely not! Hard bosses?

Mostly robots! Body count

So-so! Challenge factor

Colourful & scenic, good for kids!

*Wargames* was a strange concept - take a film 15-years-old, take a small piece of said film's plot and write a game around it. Seems harmless enough (remember *ET*?) but it didn't really work that well.

You play the part of either NATO or the Warsaw Pact and must battle through 'virtual' missions against the opposition's computer defence system. It was a nice idea, using robots rather than humans to do the dirty work, but World War III doesn't seem the same without all those mushrooms going off! The graphics are smooth and the vehicles varied, but once you've sussed a general strategy (run at the enemy, then shoot them... a lot) the missions don't prove to be particularly taxing.

So apart from the fast-paced action and the thrill of getting to grips with a new piece of military hardware, everything seems to be a bit samey. You're not going to be playing it a month down the line, no matter how nice it looks!



GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Critical Depth	1-2	●								32	72%	Above average underwater blaster.
Criticom	1-2	●								04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●								26	78%	It's intellectual theft, but fun nonetheless!
Crow: City of Angels	1	●								21	21%	Absolute shite!
Crusader: No Remorse	1	●								18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2									18	38%	Blocky, dreary, shoddy shooter.
Cyberia	1	●								04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●								01	55%	Vivid colours, but ultimately dull.
CyberSpeed	1	●								02	65%	Putrid futuristic Hi-Octane-style racer
D	1	●								06	69%	Mediocre 3-D adventure - slow.
Dark Forces	1									17	75%	Appalling Star Wars conversion.
Darklight Conflict	1									22	79%	Fantastic looking, but sadly boring.
Dark Omen	1	●								33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2									10	88%	Very playable beat-'em-up from a coin-op.
Dead Ball Zone	1-2	●								35	84%	Very playable futuristic mutilation mayhem!
Dead Or Alive*	1-2	●								34	91%	The breast beat-'em-up in ages!
Deathtrap Dungeon	1	●								33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●								06	85%	Was good, now utter cack!
Descent 2	1-2	●								24	63%	Almost the same game. Not that fun to play.
Destruction Derby	1-2	●								01	86%	PSX showpiece and good two player.
Destruction Derby 2	1	●								14	82%	Better, but lacks link-up - bah!
Devil's Deception	1-2	●								32	68%	Intriguing and challenging, but looks a bit dodgy.
Diablo	1-2	●								34	74%	Fun, but repetitive arcade role player.
Die Hard Trilogy	1	●								11	92%	Utterly brilliant three film games in one.
Discworld	1	●								01	74%	Unfunny cartoon adventure.
Discworld II	1	●								28	80%	Humorous off-the-wall adventuring...
Disruptor	1	●								14	87%	Impressive 3-D Doom clone.
Doom	1-2	●								03	93%	Top link-up, but now looking dated.
Dracula X*	1	●								21	84%	Japanese vampire platformer.
Dragon Ball Z GT: Final Bout*	1-2	●								29	39%	Dismal beat-'em-up.
Duke Nukem	1	●								29	90%	Fantastically playable shoot-'em-up.
Duke Nukem: Time To Kill	1	●								39	87%	Duke cuts it convincingly in a third-person romp.
Dynasty Warriors*	1-2	●								25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	1	●								12	69%	16-bit fun, but joke is wearing thin.
Einhander*	1	●								31	90%	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●								19	71%	Slow and boring disease adventure.
ESPN Extreme Games	1-2	●								02	73%	Tiresome sports, no fun at all!
Everybody's Golf	1-4	●								36	85%	Highly enjoyable, fast-paced party golf game.
Excalibur 2555 AD	1	●								19	86%	Imaginative and lush RPG.
Exhumed	1	●								25	84%	Compelling Egyptian 3-D shoot-'em-up.
Explosive Racing	1	●								25	82%	Quick and playable racing, but not all new.
Extreme Pinball	1-2	●								07	54%	Miserable pinball sim with bad physics.
Extreme Snow Break	1	●								34	09%	Extremely crap.
Fade To Black	1	●								09	90%	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●								26	69%	Hardly fantastic, but playable.
FIFA '96	1-4	●								03	81%	Unexceptional footie flannel.
FIFA '97	1-4	●								15	70%	Graphically better, but plays worse
FIFA '99	1-8	●								42	91%	The best FIFA game ever!
FIFA: Road to World Cup 98	1-8	●								29	91%	One of the best all-round football game yet!
Fifth Element (The)	1	●								40	50%	Thoroughly disappointing - rent the movie instead!
Fighter's Impact*	1-2	●								23	76%	Dated and blocky 3-D beat-'em-up. Buy Tekken2.
Fighting Force	1-4	●								27	89%	Brutally destructive two-player action.
Final Doom	1-2									13	82%	New levels, but otherwise the same.
Final Fantasy VII	1	●								27	93%	The final word in adventure!
Final Fantasy Tactics	1	●								32	90%	Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	●								05	78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	1	●								03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2									15	64%	Garish cartoon cop adventure. Dodgy.
Fluid	1	●								38	78%	Fleeting but interesting diversion.
Formation Soccer*	1-2	●								24	58%	Expensive and dated-looking footie guff!
Formula 1	1-2	●								11	84%	Exhilarating and glorious F1 sim!
Formula 1 '97	1-2	●								26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	●								41	68%	Enormously disappointing - get F1 '97 instead!
Formula Karts: SE	1-2	●								28	75%	Too simplistic for mass appeal.
Forsaken	1-2	●								35	92%	A stunning achievement. Totally breathtaking.
Frenzy	1	●								36	73%	Fun, but short-lived arcade hokum.
Frogger	1-4	●								27	69%	Genuinely disappointing frog-'em-up.
Future Cop LAPD	1-2	●								40	94%	The best isometric blaster we've ever seen!
G-Darius	1-2	●								39	88%	Hair-raising shoot-'em-ups don't come much better.

## PLAYBACK

PLAY'S TOP 10...

### PLATINUM RANGE TITLES



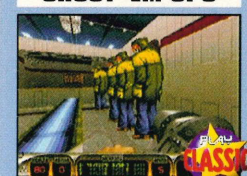
1. Tekken 2 95%
2. Tomb Raider 94%
3. Resident Evil 95%
4. Die Hard Trilogy 92%
5. TOCA 92%
6. Micro Machines V3 92%
7. Soul Blade 96%
8. V-Rally 87%
9. ISS Pro 84%
10. MK Trilogy 92%

### BEAT-'EM-UPS



1. Tekken 3 97%
2. Rival Schools 96%
3. Dead Or Alive 91%
4. Soul Blade 96%
5. Bushido Blade 94%
6. SF EX Plus 91%
7. Tobal 2 92%
8. MK4 87%
9. SF Zero 2 94%
10. Tekken 2 95%

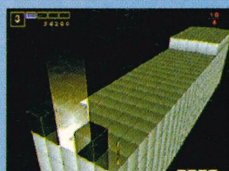
### FIRST-PERSON SHOOT-'EM-UPS



1. Duke Nukem 90%
2. Forsaken 92%
3. Doom/Final 82%
4. Tenka 86%
5. Mechwarrior 2 91%
6. Exhumed 84%
7. Alien Trilogy 91%
8. Disruptor 87%
9. Doom 93%
10. Tunnel B1 87%











Now though *Sim City 2000* should be called 'Sim City 2000 BC'. The still-frame animation is adequate but those tiny blue cars that look like match boxes... urgh! The huge challenge is still there but with Constructor hitting the shops and so many new 'Sim' games coming out on the PC we would like to see an updated version coming our way. It's got to have that mind-twisting, indepth, lasting appeal though, because no matter how it looks *Sim City 2000* certainly has it in bundles!


REVIEWED **PLAY 27**

The clinically clean appearance should ensure that *Kurushi* doesn't age in the looks department, as there's no tacky clutter of displays and special effects to get in the way. All that confronts you is a block-rolling challenge with a similar feel to *Klax* from the old days, and the game's power to suck you into its world well into the early hours is as strong as ever.

The only thing *Kurushi* is missing when compared to *Devil Dice* is a simultaneous two-player game of some kind, but that's forgiven!

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
G-Police	1	●							●	27	84%	Atmospheric, pulse-raising 3-D arcade thrills!
Galaxian 3*	1-4	●	●				●			10	69%	Repetitive and confusing shooter.
Gex	1	●								06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	1	●							●	33	92%	Compulsive & classy, the best platformer around!
Ghost In The Shell	1	●								34	73%	Nice package, but strictly for Mangaphiles!
Goal Storm*	1-2	●	●							01	69%	Disappointingly slow, fails to score...
Granstream Saga, The*	1	●								38	76%	Absorbing, but a bit on the easy side.
Gran Turismo*	1-2	●			●		●		●	31	97%	The best racing game ever made!
Grand Theft Auto	1	●								30	88%	Criminally addictive road rage!
Grid Run	1-2	●	●		●					15	53%	Banal maze game with few rewards.
Guilty Gear*	1-2	●								38	43%	Extravagant fighter, undone by its own effects.
Gunbarl*	1-2	●						●		40	83%	Addictive shooting sequel to <i>Point Blank</i> .
Gun Bullet*	1-2	●						●		26	85%	A real blast for one or two players...
Gunship	1	●								08	68%	Has not stood the test of time...
Hard Boiled	1	●								25	29%	A disastrously wasted license...
Hardcore 4X4	1-2	●			●		●			15	81%	Hellish and repetitive off-road action.
Heart Of Darkness	1	●								38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	1-2	●								02	43%	Why bother with this when Puzzle Fighter exists?
Herc's Adventures*	1-2	●								25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	●								24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	●								02	53%	Worthless cartoon platform banality.
Hexen	1	●								21	35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●			●					03	80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●						●		05	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●							11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●			●					05	87%	Good then, now utter tripe!
Incredible Hulk, The	1	●								17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●			●	●				21	47%	Wretched film-inspired nonsense!
International Moto X*	1-2	●			●					21	77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	1-4	●	●							17	83%	16-bit footie conversion, no frills.
Int Superstar Soccer Pro	1-2	●								22	84%	One of the best football games on PSX!
ISS Pro '98*	1-2	●								38	92%	Nearly as good as the N64 version. Brilliant!
Int Track & Field	1-4	●	●							09	85%	Superb multi-player sports special!
In The Hunt*	1-2	●								04	69%	Miserable sub shoot-'em-up. Tosh!
Iron & Blood	1-2	●								17	75%	Passable medieval beat-'em-up.
Iron Man & Manowar	1-2									16	47%	As much fun as genital surgery!
Iznogoud	1									33	34%	An exceptionally bad platformer.
Jeremy McGrath Super Cross '98	1-2	●			●					37	70%	Plenty of options, but not as good as Moto Racer.
Jersey Devil	1	●							●	30	83%	Devilish gameplay, well worth a look!
Jet Rider	1-2	●								18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	1-2	●			●				●	31	78%	Fun, but essentially more of the same.
Johnny Bazookatone	1	●								04	85%	He's supposed to be cool. He's not.
Jonah Lomu Rugby	1-2	●	●							20	86%	Accurate and enjoyable rugby sim.
Judge Dredd	1-2	●						●		28	62%	Fantastic license, disappointing game.
Jumping Flash	1	●								01	87%	Highly imaginative first person platformer.
Jumping Flash 2*	1	●								08	86%	Psychedelic sequel to above (only better).
Kick Off '97	1-2	●								25	68%	Doesn't do the name justice!
Kick Off World	1-4	●	●							36	77%	An average game replete with great options.
Kileak The Blood	1	●								01	57%	Sparse Doom clone that lacks any kind of thrill.
Kileak The Blood 2	1	●								05	65%	The same only with a '2' at the end.
Killing Zone*	1-2									08	57%	Contemptible beat-'em-up. Avoid.
King Bowling	1-4	●								02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	1	●								06	61%	Long lasting RPG, looks crap though.
King Of Fighters '95*	1-2	●								11	62%	Utterly pointless 2-D beat-'em-up!
King Of Fighters '96*	1-2	●								24	59%	Rips off every fighting game. Still crap though.
Klonoa: Door to Phantomile*	1	●								30	83%	Fast and loveable japanese platformer.
Konami Antiques Vol. 1	1-2	●								31	58%	Varied, but dogged with too much rubbish!
Krazy Ivan	1	●								04	61%	Good when it came out, but it has dated badly since.
Kula World	1-2	●								35	83%	Innovative puzzle fun with balls!
Kurushi	1	●								27	88%	Ultra high quality puzzler.
Last Report, The	1	●								33	27%	An utterly awful, unrewarding point and click!
Legend	1-2	●								41	79%	Hack 'n' Slash as it used to be.
Libero Grande	1-2	●				●			●	42	67%	Interesting footie sim, but confusing to follow!
Lifeforce Tenka	1	●								20	86%	Grisly polygonal Doom clone – flashy.
Little Big Adventure	1	●								19	83%	Outstanding graphical adventure!
Loaded	1-2	●								01	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	1									14	70%	Dull as dishwater platform game.
Lone Soldier	1	●								02	43%	Overrated Rambo rubbish!
Lost Vikings 2, The	1-2									23	72%	Playable platform strategy. Looks old though.
Lost World, The	1	●								25	79%	Stunning-looking platformer, but shallow.



GAME TITLE								PLAY ISSUE	SCORE	WE SAY...
 MDK	1	●						27	90%	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2			●				22	72%	Decent Paradroid-inspired shooter.
Madden '97	1-4	●	●					12	81%	Solid and playable US football sim.
Madden '98	1-8	●	●					29	82%	A fine, albeit rough-looking Gridiron game.
Madden NFL '99	1-8	●	●				●	39	89%	The best NFL game on the PlayStation.
Marvel Super Heroes*	1-2	●						30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●						06	57%	Badly dated by today's standards.
Mass Destruction*	1	●						30	80%	Enjoyable, destructive tank romp...
Maximum Force	1-2					●		32	37%	Pales into insignificance beside Time Crisis!
 Mechwarrior 2	1	●						19	91%	Top class big robot shoot-'em-up!
Medievil	1	●					●	40	86%	Death has never looked so appealing.
Mega Man 8*	1	●						21	82%	Playable and colourful, but ultimately shallow.
Men In Black	1	●						37	35%	Painfully unplayable movie tie-in.
 Metal Gear Solid*	1	●					●	42	96%	The English-language version is stunning to behold!
Metal Slug*	1-2	●						26	74%	Top maiming action, but not enough of it.
Mickey's Wild Adventure	1	●						12	79%	Standard cartoon platformer. Yawn!
 Micro Machines V3	1-8	●	●					19	92%	Blistering racing game. Fantastic!
Midnight Run	1	●						31	60%	Hum-drum racer with short-term appeal.
Monopoly	1-4	●	●		●			28	75%	A fun and faithful conversion of the original.
Monster Rancher*	1-2	●						37	68%	Short-lived virtual pet novelty.
Monster Trucks	1	●						18	74%	Competent, but dull off-roader.
 Mortal Kombat 3	1-2	●						01	93%	Don't buy this, get MK Trilogy instead.
Mortal Kombat 4	1-2	●					●	38	87%	Homocidal battery at its best.
MK Mythologies	1	●						29	71%	Blood-soaked, but mundane platformer.
 Mortal Kombat Trilogy	1-2	●						14	92%	Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	1-2	●					●	26	86%	A seat-of-the-pants roller coaster ride.
Moto Racer 2	1-2	●			●		●	40	87%	A superb sequel that's huge entertainment.
Motorhead	1-2	●			●		●	34	79%	A turbo-charged, albeit short-lived racer.
Motor Toon GP 2*	1-2	●		●		●		10	79%	Highly playable cartoon racer.
Mr Domino	1	●						37	72%	Original, but lacks a lasting challenge.
 Music	1	●						41	90%	The very last word in music making!
Myst	1	●						07	68%	Humdrum static screen adventure. Sad.
N2O	1-2	●		●			●	37	70%	Frantic shooter, but gets very repetitive.
Nagano Winter Olympics*	1-4	●	●	●			●	31	83%	Excellent multi-player winter challenge.
Namco Encore*	1	●						29	79%	Catching up fast - best: Rolling Thunder.
Namco Museum 1*	1-2	●						04	70%	Retro collection - best: Pac-man and Galaga.
Namco Museum 2*	1-2	●						06	70%	Worse than Vol 1 - best: Xevious.
Namco Museum 3*	1-2	●						13	73%	Decent retro fix - best: Pole Position II.
Namco Museum 4	1-2	●						23	79%	Some cool games - best: Pac-land.
Nanotek Warrior*	1	●						22	76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	1	●				●		15	80%	Comprehensive racing simulation - a bit jerky.
Nascar Racing '98	1-2	●			●		●	28	82%	The complete Nascar package.
Nascar Racing '99	1-2	●			●		●	41	83%	The definitive Nascar experience.
NBA Hang Time	1-4	●	●					31	60%	Slightly dated arcade basketball...
NBA In The Zone	1-2	●						05	79%	Solid sports sim, not as good as Total NBA.
NBA Jam Extreme	1-2	●						15	79%	Over exaggerated arcade port-over. Numb.
NBA Jam:TE	1-4	●	●					01	77%	Two-on-two multi-player mayhem. Good fun.
NBA Live '96	1-2	●						07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-2	●	●					16	89%	All the latest stats and players - better engine.
NBA Pro '98	1-8	●	●					33	78%	Good, but not as good as the competition.
Need For Speed, The	1-2	●		●	●			06	84%	Classic supercar OTT racing. Superb link-up!
 Need For Speed 2, The	1-2	●			●			21	90%	Rough looking, but actually more fun - long term.
Need For Speed 3, The	1-2	●			●		●	33	87%	Blindingly fast, but without some of the magic.
Newman Haas Racing	1-2	●			●		●	33	74%	Very similar to Fx'97, which is better.
NFL Blitz	1-2	●					●	42	87%	A serious Madden contender!
NFL Game Day	1-2	●						04	73%	American football - who cares?
NFL Xtreme	1-2	●					●	41	61%	There's nothing Xtreme about it.
NHL '97	1-8	●	●					15	86%	Intense ice hockey action - smooth and fast.
NHL '98	1-8	●						27	71%	Cool graphics, slushy gameplay.
NHL '99	1-8	●					●	41	81%	Smooth, hard, fast and very cool
NHL Face Off	1-2	●						04	78%	Admirable attempt, but a bit cumbersome.
NHL Face Off '98	1-8	●	●				●	32	80%	The best ice hockey game on the PlayStation.
NHL Open Ice	1-4	●	●					32	40%	Outdated and obsolete hockey for £40!
 Nightmare Creatures	1	●					●	27	90%	A fantastic, full-on splatter flick!
Ninja: Shadow Of Darkness	1	●						39	78%	Looks good, but gets repetitive too soon.
Note, The	1	●						28	72%	Above average first person adventure.
Novastorm	1	●						01	38%	Contemptible FMV-spoiled shoot-'em-up arse!
Nuclear Strike	1	●						26	88%	Better looking and bigger than Soviet Strike.
 ODT	1	●					●	42	91%	Masterful, unforgiving mutant mayhem!
Off World Interceptor	1-2	●			●			02	77%	Jerky 3-D buggy battling disgrace. Avoid.

## HEROES

THE ONE'S WE LOVE

### LARA CROFT TOMB RAIDER

Mean, gun-toting, and drop-dead gorgeous. Not bad for a polygon lass!



### SOLID SNAKE METAL GEAR SOLID

Fag-smoking, wise-cracking toffy magnet. He's also in a brilliant game!



### JIN KAZAMA TEKKEN 3

Ass-kicking, bone-breaking fighting demon. The true icon of Tekken!



### LEON KENNEDY RESIDENT EVIL 2

Zombie-squashing, bobby hard-nut who brandishes some top shooters!



### SCISSORMAN CLOCK TOWER

Rain-coat wearing, scissor-wielding, limping serial killer. A true nut!



## & VILLAINS

THOSE WE HATE

### SPYRO SPYRO THE DRAGON

Stupid-voiced, camp-trotting, daft coloured little s\*\*\*! We hate him!



### GEX GEX 3D

Annoying little lizard that refuses to shed his boring platform skin!



### ROSCO ROSCO McQUEEN

Did the PlayStation really need a gay icon? No, so put your hose away!



### CROC LEGEND OF THE GOBBOS

Stupid, boggle-eyed excuse for a video-game icon. What a load of 'snap'!



### BARRY BURTON RESIDENT EVIL

In times of crisis, this man pooped his pants. Get lost beardy failure!





## HARDWARE

### JOYPADS



1. Dual Shock Sony
2. Dual Analogue Sony
3. Analogue + Joytech
4. PSX 1 LMP
5. Station Master Logic 3

### LIGHT GUNS



1. G-Con 45 Sony
2. Scorpion Fire
3. Eraser Fire
4. Predator Logic 3
5. PSX Light Gun LMP

### JOYSTICKS



1. Dominator Logic 3
2. Pro Arcade 2 Fire
3. EagleMax Act Labs
4. Arcade Stick Namco
5. PS Arcade Interact

### STEERING WHEELS



1. Top Gear Logic 3
2. RS Racing System Act Labs
3. Rumble Force LMP
4. NegCon Sony
5. Jordan GP Joy Tech

### FREAKSHOW



**THE GLOVE** Reality Quest  
High in price, low in comfort. Just don't, okay!

## GAME TITLE

GAME TITLE	PLAY ISSUE	SCORE	WE SAY...
Olympic Games	1-8	09	89% Utterly fantastic multiplayer event.
Olympic Soccer	1-2	09	84% Highly playable footie game, basic graphics.
One	1	30	86% The most destructive game ever!
Onside Soccer	1-2	12	76% Uninspiring footie with management aspects.
Overblood	1	22	86% Atmospheric, innovative 3-D space adventure.
Overboard	1-5	27	75% Fun, repetitive and simple beat-'em-up.
Pandemonium	1	15	90% Enjoyable platform game, but too restrictive.
Pandemonium 2	1	28	72% Linear, but lovely-looking platformer.
Panzer General	1-2	05	73% Strategy war game for dedicated anoraks.
PaRappa the Rapper	1	24	87% Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve*	1	41	89% Slick and disgusting horror adventure!
Peak Performance*	1-2	21	85% Blistering 28-car joyriding - a great laugh!
Perfect Weapon	1	19	65% Slothful 3-D adventure, lacking visual flair.
Pet In TV	1	40	77% The best virtual pet in the land!
PGA Tour '96	1-8	02	86% Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	13	81% Extremely able golfing sim. It's got the lot.
PGA Tour '98	1-4	28	63% Best-looking golf, yet hampered gameplay.
Phat Air Extreme Snowboarding	1-2	35	22% Very shoddy game in a saturated market.
Philosoma	1	02	85% Great looking shoot-'em-up, but badly dated.
Pitball	1-4	15	66% Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	1	33	70% An above average 3-D platform romp.
Player Manager	1-2	14	74% Banal management game. No frills and slow.
Pocket Fighter*	1-2	38	84% Rehashed formula, but still immensely satisfying.
PO'ed	1	07	87% Scrappy Doom clone, meant to be humerus.
Point Blank	1-2	36	90% Addictive gun fun... and it's legal.
Pool Shark	1-8	42	85% The most realistic pool simulation on any format!
Porsche Challenge	1-2	20	82% Superb looking, technically brilliant. Too slow.
Power Instinct 2*	1-2	03	52% Cheap and nasty beat-'em-up - stay well clear.
Powermove Pro Wrestling	1-2	16	51% Men, in tights, absolutely awful game.
Powerplay Hockey '97	1-4	08	82% Yet another hockey game, actually quite good.
Power Soccer 2	1-4	29	63% Basically, not much fun at all!
Poy Poy	1-4	33	84% Original and odd multiplayer shenanigans!
Premier Manager '98	1-4	36	89% The best football management game to date.
Primal Rage	1-2	04	85% Claymation-based beat-'em-up. Poor now.
Prime Goal EX*	1-2	02	62% Very average sprite based footie. Worse than FIFA.
Pro Pinball: The Web	1-2	10	90% Was the best pinballer around, but now there's...
Pro Pinball: Timeshock	1-2	34	90% ...This baby! Tommy would go nuts for this!
Project Overkill	1	13	89% Violent, bloody, but repetitive and no two player!
Psybadek	1	42	52% Bug-riddled hover-boarding boredom...
Psychic Detective	1	06	75% Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2	21	73% Unusual floating beat-'em-up. Nothing special.
Puyo Puyo Sun*	1-2	31	87% Hugely addictive party fun!
Quarterback Club '96	1-8	04	80% Yet again, who cares?

## GROOVY GADGETS

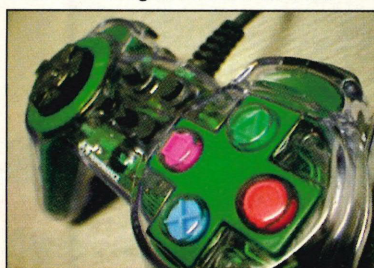
Dodgy light guns and cheap third party joypads are asking for it, but you can bet that this is one PlayStation add-on

### Vision Pad

Supplied by: **Interact**

Price: **£6.99**

**Best for:** Attractiveness. This pad is crystal clear and comes with attractive 3-D symbol buttons plus auto-fire and slow-motion functions. It is also very reasonably priced for a second controller... but it's the look of the thing that we like the best!



**Downside:** The button layout. As we were so used to using official Sony pads, when when we played with this one, we found the usual positioning of the start button different and whenever we went to pause the action, the slow-motion button was pressed, and we were thus subjected to some trippy strobe effects. We also found the directional pad to be a bit stiff.

**OVERALL:** ★★★★★

### Speed Pad

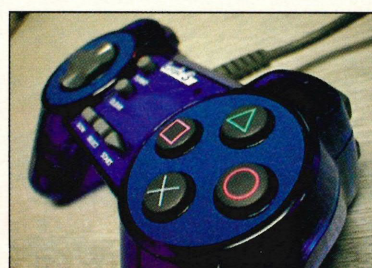
Supplied by: **Logic 3**

Price: **£6.99**

**Best for:** Affordability. This pad comes in a multitude of different colours and again features auto-fire and slow-motion functions. It's hard to imagine why any pad

would boast of having "8 fire buttons" when as we all know, every PlayStation pad should have these, but still...  
**Downside:** Nothing really negative, after all, it did win last month's 'Iron-Man' competition and can certainly take a good pounding. At this price you could worse.

**OVERALL:** ★★★★★





GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Raiden Project, The	1-2	●								01	68%	Dazzling, but ultimately weak shoot-'em-up.
Rage Racer	1	●								16	94%	Super fast, varied, playable racer. Get it now!
Raging Skies	1-2	●		●						12	73%	Adequate flight shoot-'em-up, but linkable!
Rally Cross*	1-4	●	●		●				●	19	89%	First class off-road antics. Two and four player!
Rampage World Tour	1-3		●							29	77%	Flawed in places, but enjoyable.
Rapid Racer	1-2	●			●				●	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	1	●								01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	1	●							●	33	77%	Accomplished platformer, good for the kids!
Rayman	1	●								01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2									19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	●								23	74%	Super fast Chase HQ-style racer. A bit basic.
Re-Loaded	1-2	●								17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1	●								18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	1	●							●	33	68%	Easy on the eye, short-term fun.
Resident Evil	1	●								08	95%	Gothic horror adventure - recommended!
Resident Evil: Director's Cut*	1	●								27	83%	Marginally better than RE, but dated.
Resident Evil 2*	1	●								32	96%	A truly spectacular sequel and utterly terrifying!
Return Fire	1-2	●			●					07	84%	Average 3DO split screen army romp.
Revolution X	1-2								●	08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ridge Racer	1	●							●	01	93%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	●		●					●	04	90%	A better game, with link-up and nicer cars.
Riot	1-2	●								18	72%	Moribund futuristic sports - like Rollerball.
Rise 2: Resurrection	1-2	●								05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4		●		●					29	35%	Boardgame - there's no contest.
Rival Schools	1-8	●	●							39	96%	The most dynamic fighting game for years.
Road Rage	1-2	●							●	17	24%	Detestable and trashy shoebox sim. Ugh!
Road Rash	1-2	●								05	75%	Dodgy visuals, but fast and fun. Now cheap.
Road Rash 3-D	1	●								36	76%	Disappointing sequel with no guts.
Robopit	1-2	●			●					12	55%	Abominable robot beat-'em-up.
Robotron X	1-2	●								15	85%	Classic gameplay, very fast, we prefer original.
Rock & Roll Racing 2	1-2	●							●	31	55%	Banal blaster with some two-player appeal.
Rockman Battle & Chase*	1-2	●			●					21	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	1	●								31	80%	Enjoyable 3-D adventure. For smash get Dash!
Rogue Trip	1-2	●							●	41	92%	Motoring madness with knobs on.
Rosco McQueen	1	●							●	26	88%	You play with fire, you get this sizzling game!
Runabout*	1	●								20	77%	Highly playable racer, but way too short.
Salamander Deluxe Pack	1-2									25	74%	Aged, but enjoyable Eighties shoot-'em-up.
Sampras Extreme	1-4	●	●							09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●								13	62%	Should be called Samurai Slowdown!
San Francisco Rush	1-2	●		●					●	41	45%	Not quite the worst racing game of all time.
S.C.A.R.S.	1-8	●	●							29	82%	A fine, albeit rough-looking Gridiron game.
Sentient	1	●								19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	●							●	39	62%	Rough-looking and very repetitive strategy game.

## Multiplayer Adapter

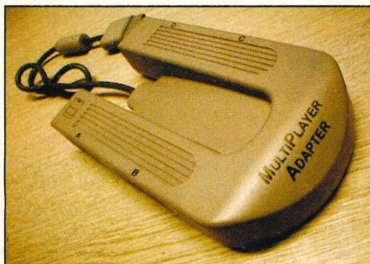
Supplied by: **Interact**

Price: **£19.99**

**Best for:** Multiplayer games, obviously. This 'stylish' multi-tap features all the traits of the official one, including four controller and memory card slots. For a limited time only, it also comes with a free SuperPad Colour controller or GamePad Colour controller (worth £9.99). Ooh!

**Downside:** It looks like a lavatory seat for anorexic people!

**OVERALL:** ★★★★★



## Barracuda 2

Supplied by: **Interact**

Price: **£19.99**

**Best for:** Drivin'! The third-party Dual Shock pads are not generally that good, but this ruggedly constructed effort is from the better end of the market. The thumb sticks are covered with real fingerprint-gripping rubber, unlike the cheap textured plastic that other similar pad's use. All four shoulder buttons have been thoughtfully angled to either side allowing more comfortable use. The force of the rumbling mechanism is double that of the Sony equivalent too, with the pad going into powerful fits every time you drive onto the grass in GT!

**Downside:** It's strong and well thought-out, but that doesn't mean it's as pleasing to use as the official Dual Shock. The horns are still a tad square for your palms. The thumb sticks have quite different resistance on each side too. Close, Sony's still king!

**OVERALL:** ★★★★★

## PLAYLIST BEST BUY

### PSX DUAL FORCE STEERING WHEEL

Supplied by: **Gamestar** Price: **£99.99**

**Best for:** Feeling the force! This baby really rocks, and you can feel every grain of gravel that 'pings' out from beneath your virtual tyres. Yep, the Gamestar PSX wheel is back and booming with promise. It is now fully rounded and sturdier than before, and is probably the smartest wheel on the market in terms of driver comfort.

**Downside:** It's a bit too stiff to turn, and it uses a mains supply to power the rumble effect, which can be a bummer if power outlets are in short supply. It's still not as good as the Top Gear wheel for all-round quality, but it does offer an entirely new driving experience nonetheless.

**OVERALL:** ★★★★★



## COIN-OPS

PLAY'S TOP 5...

Here are the top five arcade machines that the Play staff regularly churn their hard-earned pennies into. If you've played a corking coin-op recently, let us know about it and we'll include it in our list.

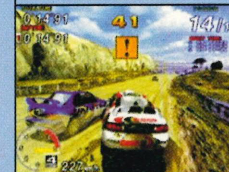
### TIME CRISIS 2

The local Sega World has finally got this fantastic game in... and we're practically living there playing it!



### SEGA RALLY 2

Intense head-to-head racing that feels so real you don't expect to come away without your neck in a brace! Hmm, fast.



### SOUL CALIBUR

Not a huge leap on from Soul Edge, but still produces enough sparks to get our pulses racing.



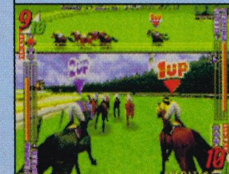
### SF ALPHA 3

The series may be older than Vera Duckworth's stockings, but it still works. This latest smasher is proof enough!



### DARK HORSE

Experience the joys of being a jockey without having to be short and dress in stupid clothes!





## IMPORT RELEASES

NO. 1 FOR MAIL ORDER!  
Department 1

**AKUJI THE HEARTLESS**  
US Version ■ Dec 17

**ARMY MEN 3-D**  
US Version ■ Dec 14

**BEAVIS & BUTT-HEAD**  
US Version ■ Feb 16

**BOMBERMAN RACE**  
US Version ■ Dec 20

**CARMEGEDDON 2**  
US Version ■ Jan 20

**CHOCOBO DUNGEON 2**  
JP Version ■ Dec 23

**CLOCK TOWER 2**  
US Version ■ Dec 21

**DANCE! DANCE! DANCE!**  
JP Version ■ Dec 3

**DEAD IN THE WATER**  
US Version ■ Dec 8

**DEAD UNITY**  
US Version ■ Apr 20

**DOLPHIN'S DREAM**  
US Version ■ Dec 20

**EHRGEIZ**  
JP Version ■ Dec 17

**G-SHOCK**  
US Version ■ Dec 20

**IRITATING STICK(?)**  
US Version ■ Feb 20

**LOK2: SOUL REAVER**  
US Version ■ Feb 20

**MARVEL VS SF**  
US Version ■ Feb 20

**MONKEY HERO**  
US Version — Feb 20

**PAC-MAN 3-D**  
US Version ■ Jan 20

**POY POY 2**  
US Version ■ Dec 20

**QUAKE 2**  
US Version ■ Feb 16

**RC STUNT COPTER**  
US Version ■ Mar 20

**RAMPAGE UNIVERSAL**  
US Version ■ Mar 20

**RAYMAN 2**  
US Version ■ May 31

**SF ZERO 3**  
JP Version ■ Dec 23

**SILENT HILL**  
US Version ■ Feb 20

**SMASH COURT 2**  
JP Version ■ Nov 12

**SYNPHON FILTER**  
US Version ■ Feb 20

**VERMIN**  
US Version ■ May 20

**WARHAWK 2**  
US Version ■ Jan 20

**X-MEN**  
US Version ■ Mar 20

**DISNEY'S TETRIS**  
US Version ■ Nov 20

Key:  
US = American NTSC  
JP = Japanese NTSC

GAME TITLE									PLAY ISSUE	SCORE	WE SAY...
Shadow Master	1	●							29	79%	Nice try, but lacks variety...
Shellshock	1	●							06	85%	Passable tank game, now looks basic.
ShockWave Assault	1	●							03	87%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	●							30	63%	Uninspiring, run-of-the-mill racer.
Sim City 2000	1	●							12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1	●							10	56%	Grotesque import beat-'em-up.
SkullMonkeys	1	●							31	83%	Pleasurable plasticine playability.
Small Soldiers	1-2	●							42	78%	Not small on action. Bad film, good game!
Smash Court Tennis	1-4	●	●						16	86%	Supremely playable, addictive cartoon tennis.
Snow Racer	1-2	●							35	50%	Nice-looking, yet disappointing alpine racer.
Soccer '97	1-4	●	●						20	82%	UK teams version of Olympic - very playable!
Soul Blade*	1-2	●							17	96%	The best weapons-based beat-'em-up on PSX!
Soviet Strike	1	●							14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Hulk	1	●							10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6	●	●						21	39%	Pants cartoon basketball game, based on film.
Spawn: The Eternal	1	●							34	49%	Dull and imaginative adventure from hell!
Speedster	1-2	●							20	80%	Overhead racer with okay handling, but slow.
Spice World (with Geri)	1	●							37	25%	Total waste of Spice... cheap though!
Spider*	1	●							20	75%	'On rails' arachnid platformer. Can get boring.
Spot Goes to Hollywood*	1	●							20	72%	Uninspiring cartoon platform game. Yawn.
Spyro The Dragon	1	●							41	88%	A polished platformer, but devoid of challenge.
Stahlfeder*	1	●							06	65%	Old-style vertical shoot-'em-up - too easy.
Star Gladiator	1-2	●							16	88%	Competent beat-'em-up from Capcom.
Starblade Alpha	1	●							02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1	●							08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Masters of Teras Kasi*	1-2	●							30	74%	A great license, but somewhat wasted.
Starwinder	1	●							13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	1	●							13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	●							30	58%	One to rent, not to buy!
Streak	1-2	●							42	59%	Pretty bad hoverboarding game...
Street Fighter Alpha	1-2	●							07	93%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●							29	67%	Some stones are best left unturned!
Street Fighter Ex Plus	1-2	●							25	91%	It's absolutely EX-celent!
Street Fighter: The Movie	1-2	●							01	35%	The original PLAY score was a misprint! Crap!
Street Fighter Zero 2*	1-2	●							12	94%	Simple, colourful graphics - total gameplay!
Street Racer	1-8	●	●						14	84%	Childish Mario Kart wannabe, good multi-player.
Strikepoint*	1-2	●							14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	●	●						01	73%	Extremely playable, but now extremely dated.
Suikoden	1	●							16	80%	Endearing and lasting Manga RPG.
Super Puzzle Fighter 2*	1-2	●							18	90%	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	1-8	●	●						11	91%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	●							21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	●	●						22	85%	I love the smell of napalm in the morning!
Tail Of The Sun*	1	●							22	84%	Innovative caveman adventure. Badly presented.
Tales Of Destiny*	1	●							42	77%	Endearing Japanese role-playing hokum.
Tekken	1-2	●							01	84%	Was the ultimate 3-D beat-'em-up, still decent.
Tekken 2*	1-2	●							07	95%	Ultimate 3-D beat-'em-up - essential purchase!
Tekken 3*	1-2	●							34	97%	Undoubtedly the greatest beat-'em-up around.
Tempest X3	1-2	●							16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu	1	●							40	77%	Dark and deadly assassination action.
Tennis Arena	1-4	●	●						28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6	●							18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	●							24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4X4	1	●							42	54%	Pointless entry into a saturated market.
Test Drive 4	1-2	●							28	86%	Enough to blow your gasket!
Test Drive 5	1-2	●							42	75%	Pipped at the post by the opposition.
Tetris Plus	1-2	●							30	81%	Addictive, but antiquated puzzler.
Theme Hospital	1	●							32	88%	More fun than a hospital could ever be!
Theme Park	1	●							01	86%	Build your own Alton Towers - very in-depth.
Three Lions	1-2	●							35	80%	Pretty, but sluggish to play. Not worth the hype!
Tiger Shark	1	●							23	62%	Decent water and aerial shoot-'em-up. Rough.
Time Commando	1	●							11	78%	Restrictive, but graphically impressive adventure.
Time Crisis*	1	●							24	90%	Stupendous light gun shooting action. Top.
Tobal No. 1*	1-2	●							12	94%	Cracking high res beat-'em-up with quest mode.
Tobal 2*	1-2	●							22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	●							20	73%	Great concept, let down by low overall speed.
Tomba*	1	●							31	56%	Unrewarding, dated platformer/RPG.
Tomb Raider	1	●							14	94%	Superb Indiana Jones-style 3-D adventure.
Tomb Raider II	1	●							28	95%	A fine sequel that easily surpasses the first.
Tommi Mäkinen Rally	1-2	●							37	39%	The turkey of rallying games!



arcade shoot-'em up

beat-'em-up

first person shooter

party/puzzler

platformer

racing game

sports title

strategy/adventure

\* Indicates an import review

playlist

buyer's guide

## GAME TITLE



PLAY

ISSUE

SCORE

WE SAY...

Top Gun: Fire at Will	1	●								09	76%	Lack-lustre combat flight sim based on the film.
Toshinden	1-2	●								01	76%	First Tekken rival, graphically fantastic. Dated.
Toshinden 2*	1-2	●								05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	1-2	●								25	78%	An average beat-'em-up. Nothing more.
Total Drivin'	1-4	●		●	●			●	●	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	1	●								02	69%	Poor third person shoot-'em-up. From 3DO.
Total NBA '96	1-8	●	●							05	94%	The best basketball game on PSX, until...
Total NBA '97	1-8	●	●							20	92%	The most advanced basketball game ever!
Total NBA '98	1-8	●	●						●	36	93%	So good it walks on water, the best bar none!
TOCA: Touring Car	1-2	●		●			●	●	●	27	92%	Really fast, really fun, really racing!
TOCA: Touring Car 2	1-2	●		●	●		●	●	●	42	94%	Non-stop clutch burning bliss!
Transport Tycoon	1	●				●				24	78%	Absorbing strategy about transport networks.
Trash It	1-4	●	●							24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	1	●							●	27	83%	Atmospheric underwater adventure.
True Pinball	1									05	65%	Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	●								10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	1-2	●								02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	●			●					02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	1-2	●			●					16	88%	Remarkably compelling two player blast-a-thon!
Unholy War (The)	1-2	●			●				●	41	70%	Flawed, but offers pretty exciting two-player combat.
V2000	1	●							●	40	82%	Uncompromising, thinking man's shoot-'em-up.
V-Ball Beach Volley Heroes	1-2	●								35	30%	A game that won't let you play it!
Vandal-Hearts*	1	●								22	81%	Very Japanese fantasy strategy RPG. Bloody.
Victory Boxing	1-2	●								13	90%	Fast and smooth rendition of the 'sport.'
Victory Boxing 2	1-2	●							●	40	90%	Frantic flying fist action in a corking sequel.
Viewpoint	1	●								02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
Vigilante 8	1-2	●			●				●	36	94%	Big guns, huge explosions, gigantic appeal!
Virtual Golf	1-4	●								09	61%	Drab golf sim, Actua Golf 2 is much better.
Virtual Pool	1-2	●				●				17	68%	Great PC game, awkward and slow on PSX.
VMX Racing	1-2	●			●					35	45%	Dodgy-looking and, frankly, unplayable racer.
V-Rally	1-4	●			●		●			23	87%	Fast and accurate rally sim with great split screen.
VR Baseball '97	1-2	●								23	80%	Excellent and comprehensive sim of the sport.
Viper	1	●							●	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	1-2	●								36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	●								21	75%	Bland tennis game. Get Sampras or Smash Court.
Warcraft 2: The Dark Saga	1	●								24	86%	Utterly compelling medieval strategy fest!
Wargames	1-2	●			●				●	37	60%	Limited tactical warfare sim.
Warhammer: SOTHR	1	●								14	82%	Unbelievably complex, but rewarding war game.
Warhawk	1	●								03	68%	Distinctly average helicopter shoot-'em-up.
WCW Nitro	1-2	●								35	80%	The best wrestling game on the PlayStation.
WCW Vs The World	1-2	●								24	79%	Best wrestling game on PSX, until the next one.
Wild 9	1	●							●	39	72%	A decent platformer, but we've seen it all before.
Wild Arms*	1	●								24	85%	Hugely enjoyable RPG with serious challenge.
Williams' Arcade's Greatest	1-2	●								08	84%	Decent retro pack. Best: Robotron, Defender.
Wing Commander III	1	●								06	82%	Expensive space opera, involving plot.
Wing Commander IV	1	●								22	67%	Even more costly, but minus originality.
Wing Over	1-2	●		●			●			27	50%	Dated airborne shoot-'em-up.
Wipeout	1-2	●		●						01	89%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	1-2	●		●			●			13	93%	Far better than Wipeout - a stunning game.
World Cup '98	1-8	●	●						●	36	86%	Captures the hype of the event... but it's all over now!
World Cup Golf	1-8	●								05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	1-4	●							●	35	90%	Very playable, but lacking in long term challenge.
Worms	1-4	●								01	92%	Crap looking, but oh-so playable in multi-player.
Wreckin' Crew	1-2	●			●				●	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	●	●							01	74%	Wrestling - not a real sport. Game sucks.
WWF Warzone	1-4	●	●							39	85%	The best wrestling game on the PlayStation.
X2	1-2	●								15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	●				●				06	82%	Compelling turn based strategy adventure.
X-Com: Terror from the Deep	1	●				●				15	88%	Deeply involving underwater strategy game.
Xenocracy	1	●							●	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	1-2	●								34	82%	Flashy and vibrant, but the Saturn wins this time!
Xenious 3D/G*	1-2	●								23	72%	Collection of every Xevious game. Not bad.
Yusha	1-2	●								30	60%	Nice-looking, but dated in gameplay.
Z	1-2	●		●		●				29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	1	●								01	51%	Incredibly slow shoot-'em-up. Worthless.
Zero Divide 2	1-2	●								41	53%	For die-hard robot wars fans only!

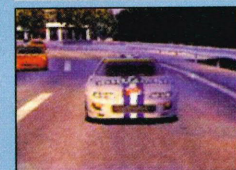
## WANTED

METAL GEAR SOLID  
MARCH 1999

Not long to go now before you can all enjoy this ultra-slick spy-fest. Roll on February!

FINAL FANTASY VIII  
XMAS 1998 (JAP)

This game will finally be released in Japan within the month. We'll have a full import review next month!

R4: RIDGE RACER  
DECEMBER (JAP)

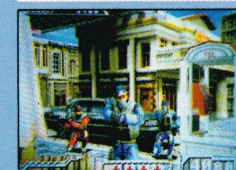
More exciting truths have come to light, including the free up-dated original version of RR.

QUAKE II  
TBA

We thought the game was nearly ready, but now it has slipped to next year. What a bummer.

SOUL CALIBUR  
TBA

We're still hoping that a conversion of this metal-grinding fighting game is on the cards!

TIME CRISIS 2  
TBA

Still no confirmed PlayStation release, but we'll keep you posted!

THE DEFINITIVE GUIDE TO EVERY PLAYSTATION GAME

1998

PLAY magazine Issue 43

PAGE NUMBER 145



next issue played out

PLAY magazine Issue 43 1998

PAGE NUMBER 146

# PLAYED OUT...

## R4 RIDGE RACER TYPE 4

Full review of Namco's heir to the PlayStation racing crown. Can it possibly be better than...

## GRAN TURISMO 2

That's right, the undisputed king of racing is back burn more rubber. We'll have a full report next month!

## QUAKE II

At last, everything you ever wanted to know about Quake II... but were afraid you'd get your head blown-off! It's coming next month!

**PLUS!**

Silent Hill, South Park, Pac-Man 3-D, Carmageddon 2, Ehrgeiz, LDK2: Soul Reaver, Rally Cross 2, Max Power Racing, RC Stunt Copter, SF Zero 3 & more!

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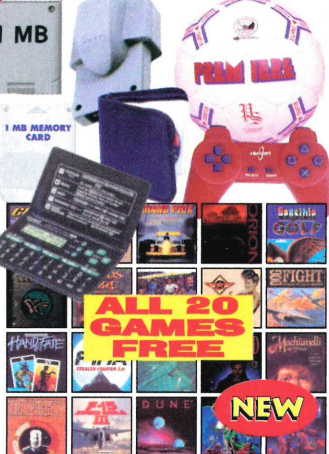
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